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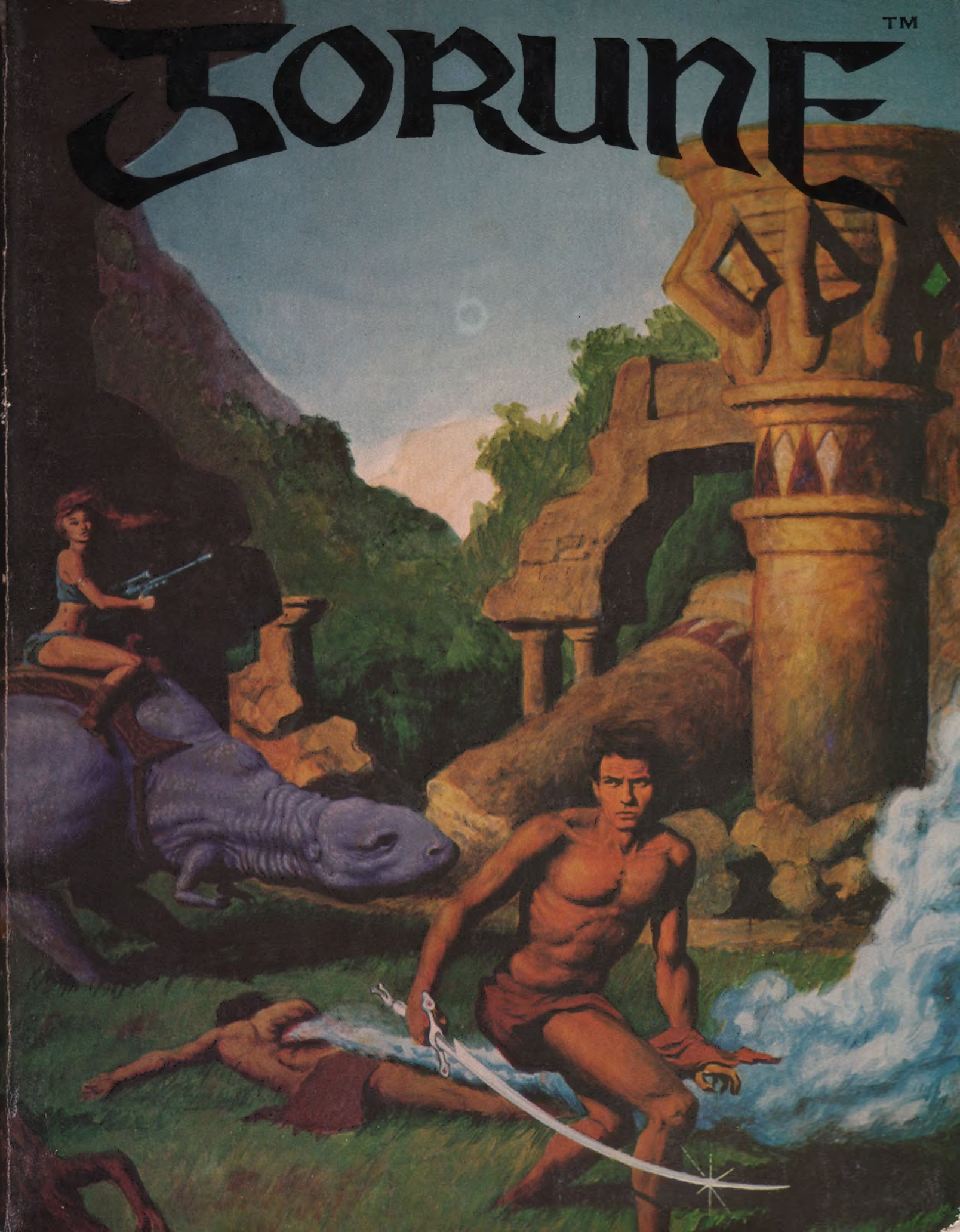

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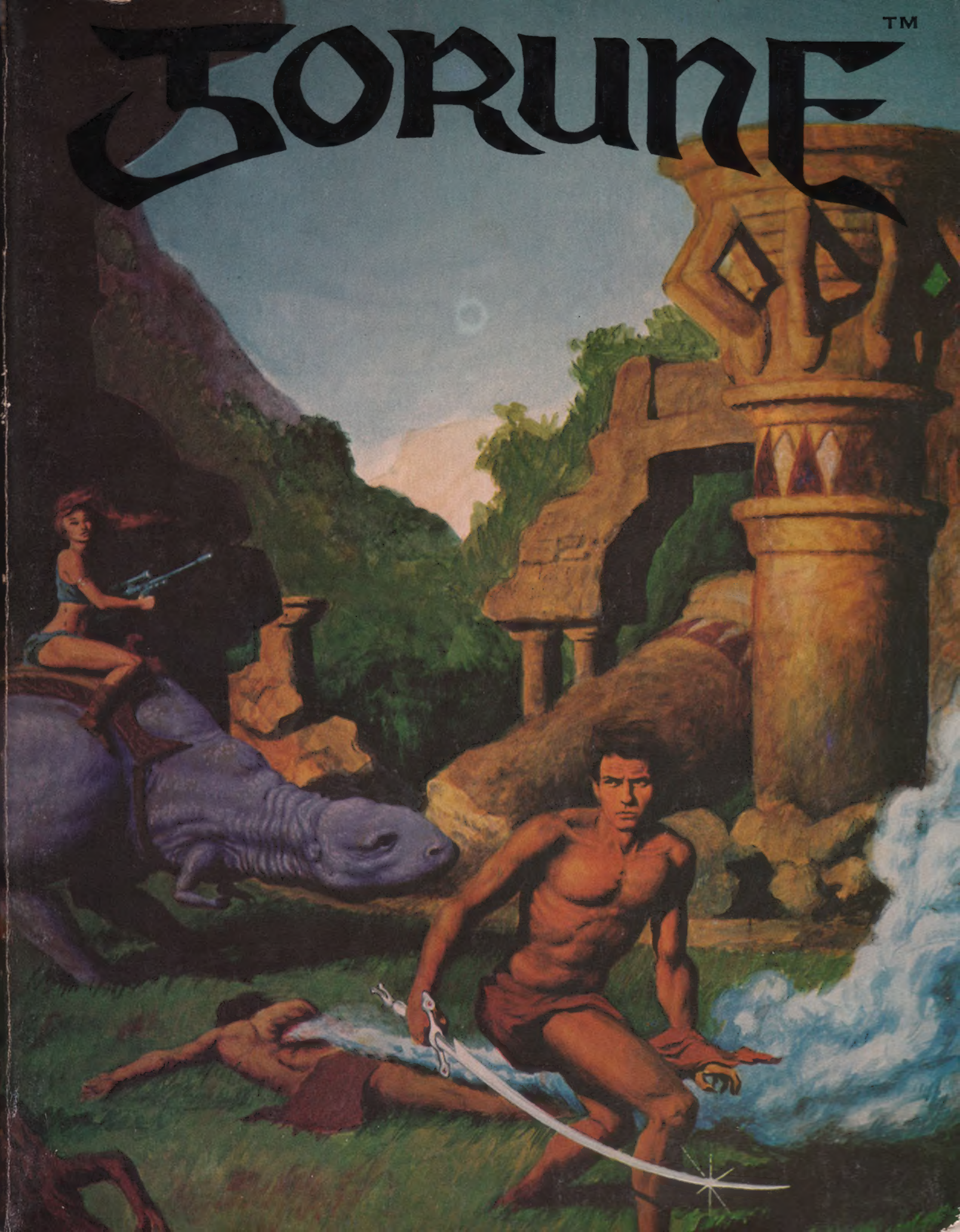

TORUNE

ROLE-PLAYING GAME

SKYREALMS

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TO CARTER YOUNG, FOR TAKING THE JOB SIGHT-UNSEEN, AND FINISHING IT.

TO BETH REGARDZ, FOR TAKING US SIGHT UNSEEN, AND LETTING US FINISH.

(G)=LISTED IN THE GLOSSARY IN THE BEGINNING OF CHAPTER 1

ADC: Adjusted Characteristic. 1.5700
AHDIS:An orator or fine speaker: 3.4108.
AIM(AIM): 1.5417
ARDOTH: Capital city of the realm Burdoth. (G), 1.7701.01
ARMOR COST MULTIPLYER: 1.5840
BOCCORD: (G), 1.5130
BORU: Bouder language. 3.1100.04, 3.4112.03
BURDOTH: The realm of humans. (G), 1.7100, 1.7701
CAJI: (G), 1.5120
CHARACTERISTICS: (G), 1.5410
CHAUN-TSE: Crugar language. 3.1100.10, 3.4112.08
CHEN-ICHI: Crugar religion. 3.1100.10
CHIVEER: Violent period of a Ramian's life. 3.1100.17
CLECH: Taxation. 1.7701
CLEP: An inn; a place to sleep. 1.7510
CONSTITUTION(CON): 1.5411
DESTI: A moon of JORUNE. 1.7250
DEXTERITY(DEX): 1.5414
DICE:(G)1.4000
DIE ROLLS:(G),1.4000
DIYORDA: Law breaker: 1.7701
DRAIL: A realm to the south west of Burdoth. 1.7702
DU: A moon of JORUNE. 1.7230
EARTH:(G)
EBBA: A moon of JORUNE. 1.7220
EDUCATION(EDN): 1.5415
EFFECTIVE LEVEL & ELEVEL: 1.5820
ENTREN: The most common language in Burdoth. (G), 3.4112
GAUTHI: A form of Thivin rug. 3.1100.21
GAWMEN LENK: 1.3680
GITHERIN: A thief. 3.4111
GOBEY: A moon of JORUNE. 1.7240
H-OOMANS: Shanthic pronounciation of "Humans." 1.2000
HERIS: A common punishment for diyorda (criminals). 1.7701
human: Uncapitalized, any creature descended from the humans of Earth.
HUMAN: (G), 1.5110
INCLEP: Shop or a store; often a trading post:(G)
INTELLIGENT CREATURES(ROLLING): 2.2100
INTELLIGENT CREATURES: 3.1100
ISCIN: (G), 1.2000, 3.4107
JORUNE: (G), 1.7100
KADIJA RHEN JORUNE: Earth scientist credited with the planet's discovery. 1.2000
LAUNTRA: 1.7260
LEESH EBEECA: Shanthic for "The Dying Time." 1.6000
LEVEL: 1.5820
LIMILATE: Drugs:(G),3.3841
LINIKN: Knik leader. 3.1100.14
LIRGIN: 3.1200.05
LOAD MASS: 1.5850
LOGUS: The name of the 20,000 person colony from Earth. (G), 1.2000
LUNDERE: Realm of Woffen; it is located far to the east of Burdoth. 1.7703
MEDALLION: (G), 3.3420
MOR LORD: A political rank in Burdoth. 1.7701
MUTATIONS: (G), 3.2000
NININDRUE PLAGUE SLAYINGS (15th CENTURY P.C.): 3.1100.26
NON-INTELLIGENT CREATURES(ROLLING): 2.2300
NON-INTELLIGENT CREATURES: 3.1200
NON-PLAYER CHARACTER:(G)
NPC:Non-Player Character:(G)
P.C.:Post Colony History-(G)
REALM: 1.7501
RECOVERY(STR): 1.5413
ROS CRENDOR: 1.7705
ROUND:(G),2.5800
SCANCHI: Togar religion. 3.1100.23
SHAL: A moon of JORUNE. 1.7210
SHANTHAS:(G), 1.2000, 1.6000, 3.1100.17
SHENTERS: 3.1100.26
SHO-CAUDAL: Shanthic name for the planet JORUNE. 1.6000
SIV-ESTON: 3.3850.03
SOCIAL STATUS(SOC): 1.5416
SPEED(SPD): 1.5418
STAMINA(STA): 1.5419
STRENGTH(STR): 1.5412
TAUCH-KIE: Crugar leader. 3.1100.10
TAUTHER: 2.2120.09 TEWAUNTRO: A large Crugar infested wilderness region located north-west of Burdoth. It is under no lasting rule. 1.7704
THOMBO: The most common riding creature. (G), 2.1221, 3.1200.22, 3.3610.03
THRIDDLE:(G), 3.1100.18
TIRICTYVE: 3.1200.02
TOTHIS: (G), 1.2000
TRA: A moon of JORUNE. 1.7270
TUMBERNAW: 3.1200.08
VOLIGIRE: A large Ramian realm north of Lundere. 1.7706
VORIC LORD: A Burdothian political title. 1.7701
WARP FACTOR: 1.5870
WEAPON COST MULTIPLYER: 1.5842
WILD-INTELLIGENT CREATTRES (ROLLING): 2.2200
YORDS: Laws. 1.7701
YOSHTAR: Capital of Lundere. 1.7703, 3.1100.26.

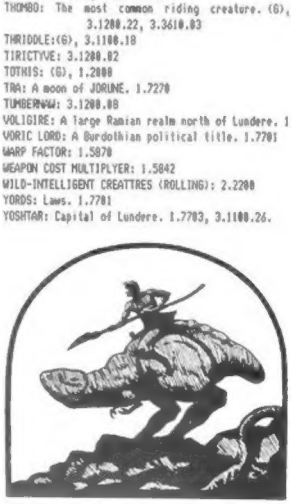


TABLE OF CONTENTS

CHAPTER 1: INTRODUCTION.....

1000 FAMILIARIZATION.....
2000 PLOT.....
3000 PLAY.....
4000 DICE.....
5000 ROLLING CHARACTER SHEETS.....
6000 SHANTHAS.....
7000 THE PLANET.....

CHAPTER 2: PLAY.....

1000 DAILY EVENTS.....
2000 WILDERNESS ENCOUNTERS.....
3000 TOWN ENCOUNTERS.....
4000 EXPERIENCE POINTS.....
5000 COMBAT.....

CHAPTER 3: ENCYCLOPEDIA.....

1000 CREATURES.....
2000 MUTATIONS.....
3000 ITEMS.....
4000 SKILLS.....

CHAPTER 4: AID.....

1000 CREATING A CAMPAIGN.....
2000 CHARACTER SHEETS.....
3000 INDEX.....

In this first edition, please refer to section numbers for reference. In subsequent editions, information will be referenced both by page number and section number.

CHAPTER 1: INTRODUCTION

1000 **FAMILIARIZATION**
2000 **PLOT**
3000 **PLAY**
4000 **DICE**
5000 **ROLLING CHARACTER SHEETS**
6000 **SHANTHAS**
7000 **THE PLANET**

1000 FAMILIARIZATION

1100 **GLOSSARY**
1200 **PLAYERS & THE REFEREE**
1300 **THE NUMBERING SYSTEM**
1400 **MATERIALS NEED FOR PLAY**

1100 GLOSSARY

This is a brief glossary for beginning players. Look through it before you start to play. All of this information (and more) is fully detailed later on. Check the complete index at the back of this book.

ARDOTH: Captial city of the realm Burdoth. The previous capital, Khaun Gauss, was destroyed by Crugar armies in the year 2236 PC. Ardoth is on the Kidgis Sea, and is located in Burdoth's North West.

BOCCORD: One of the three races of humans, and one of the three choicesof player character (along with Human and Caji). Though larger than Humans, they are still very man-like. Their culture shares much in common with that of the Humans. Boccord females are treated as complete equals within their society.

BURDOTH: A large realm located at about the equator of JORUNE. Players set out from Burdoth at the beginning of the game. Burdoth is the major Human population center. Boccord and Caji are minorities in Burdoth.

CAJI: One of the three races of humans (a possible choice of player character). Caji are able to channel and use the ambient JORUNE energy. They are smaller than Humans. Greatly respected for their powers, the members of this race spend much of their time refining their abilities through practice and discipline. At times, Caji must bleed off some of the energy they store to prevent overloading. Their culture is not completely distinctive; it is flavored with Human and Shanthic philosophy.

CHAPTER: **JORUNE** is broken down into four chapters: #1 INTRODUCTION, #2 PLAY, #3 ENCYCLOPEDIA, and #4 AID. You are now in the INTRODUCTION chapter, chapter #1. Note chapter symbols on every page.

CHARACTER: A personality assumed by a participant in a role-playing game. The referee controls the actions of all characters not played by participants in the game. Characters are always intelligent beings. Creatures may or may not be intelligent.

CHARACTER SHEET: Specially designed forms which record information about the players' characters.

CHARACTERISTICS: There are 9 basic characteristics which describe intelligent creatures: Constitution, Strength, Recovery, Dexterity, Social Standing, Education, Aim, Speed and Stamina. Each of these is described in detail in section 5410.

COMBAT: Combat is an option of violence. Characters can die in combat. They must then start over as a new character if they want to continue to play.

CREATURE: A living being; could be intelligent or non-intelligent.

CRYSTALS: Small, spherical crystals which exist in great quantities under the surface of the planet **JORUNE**. They give off a form of energy alien to Earth science. The effects of this energy lead to the eventual downfall of the Earth colony.

DICE: Probability is an important facet of role-playing games. Many types of dice are used, 6 sided being the most common. Others are 4 sided, 8 sided, 10 sided, 12 sided and 20 sided. Although only the 6 and 20 sided dice are necessary, the others can come in handy.

DIE ROLLS: Dice are rolled to detetermine the outcome of events. When dice are rolled, it is referred to as a "Die roll" (you say "three dice", "one die").

DRENN: Members of Budothian society who have been granted citizenship.

EARTH: A distant planet rumored to hold answers to the ancestory of many **JORUNE** creatures. The star "Earth" is clearly visible in the night sky. Humans, especially, believe that inhabitants of Earth will some-day return to **JORUNE**.

ENCOUNTER: When players meet living creature(s) or organism(s).

ENERGY WEAPONS: High powered weapons brought by the Earth colony. Activation of these devices requires the user to pass a fingerprint scan. Only Humans and Pundit have fingerprints readable by energy weapons.

ENTREN: The most common language in the realm of Burdoth. Entren is a derivative of the English language, less complex in structure, with a different phonic system. The word "stop" for example became "stah" in Entren. Players are automatically gifted with fluency in Entren.

HUMAN: When capitalized ("Human"), refers to one of the choices of player characters. They are a little larger and stronger than the original colony members due to **JORUNE'S** lighter gravity and thousands of years of natural selection. Humans are the only race capable of using Earth energy weapons (besides Pundit). The non-capitalized "human" refers generally to descendants of the original colonists.

INCLEP: An Entren word for a "store" or "shop". Sometimes the word is used to refer to an inn, but the word "clep" is generally intended for this purpose.

ISCIN: Literally, "learned person", "scientist." Also the name of the human responsible for the Earth animal mutates.

JORUNE: The name of the planet, the name of the game. Approximately Earth like, **JORUNE'S** gravity is a bit weaker and its air slightly denser. A form of ambient energy encompases **JORUNE**, permeating all life. Many creatures mutated to use this energy in constructive ways. **JORUNE** was named after the Earth scientist, Kadija Rhen Jorune, who was credited with its discovery.

KESHT: The highest status a Burdothian citizen can achieve.

LOGUS: The name of the Earth colony sent to **JORUNE** in the Earth year 2155 A.D.

LIMILATE: A limilate is any substance which is not normally ingested as food or drink, like a drug. Limilates often increase a creature's sensitivities or abilities.

MEDALLION: An identification device carried by members of the original Earth colony. Worn around the neck, medallions are necessary to operate most of the items brought from Earth. The medallions of Burdothian citizens (as opposed to those of *Toth*) glow only when worn by the person they were matched to.

METER: A unit of measurement about a yard long.

MUTATIONS: Abilities channelled from the abundance of ambient energy flowing through **JORUNE**. Caji are able to control their mutational abilities with their intellects. Other creatures can only use their mutations in an instinctive way.

NON-PLAYER CHARACTER: A character that is played by the referee. Often abbreviated NPC. All creatures encountered are NPCS.

NPC: Non-Player Character. Look up.

PARTY: All of the player characters (and often some non-player characters) travel around together in a "party". ("Everyone in the party hears a low wail from behind the hedge").

P.C.: "Post Colonization," which refers to dates after the year 2140 A.D. (Earth time). The **JORUNE** time-clock began here at zero, with the fateful Shanthic attack on the Logus Colony ships.

PLAYER CHARACTERS: Characters which are role-played by gamers. They are intelligent.

REALM: A large region under the control of a central government (Burdoth is a realm).

REFEREE: (AKA "Ref," or "G.M.," for "Game Master"). The moderator of the game. The referee doesn't play a single character; the referee is kept busy guiding events. All characters not role-played by players are role-played by the referee.

ROLE-PLAYING: Playing the role of a character other than yourself. For example, on Halloween you can look and act like Frankenstein. Role-playing is like that.

ROUND: A measure of time equal to 2 seconds ("It takes you 3 **rounds** to run to the thombo").

SECTION: A specific location in the game. Sections are broken down into sub-sections. The section now being read is 1100.

SHANTHA: An original species of **JORUNE** life. Shanthas were the first intelligent life forms encountered by Earth expeditions. The Shantha's attack on the Earth colony in the year 0 PC, started a chain of events which shaped the present **JORUNE**.

SKILLS: Talents which characters can learn or have already learned.

THOMBO: A common riding creature and beast of burden. These animals are capable of running at nearly the speed of Earth horses, in spite of their bulk.

THRIDDLE: A race of intelligent creatures only a meter tall. They are known for their abilities as translators and historians. They are usually educators, translators or traders. Their bodies are shaped like pears with two long eye stalks and oddly bipedal legs (illustrated in CREATURES section).

TOTH: A member of Burdothian society. Toth have not achieved citizenship status.

WOFFEN: These intelligent creatures evolved and mutated from The Logus Colony wolves. Although they have been greatly altered by many years of **JORUNE** evolution, they still retain many of their wolf-like traits. These creatures are organized under the name of the realm Lundere, located far to the east of Burdoth. Woffen value pride and honor above conquest.

1200 PLAYERS AND THE REFEREE

Fantasy role-playing (what you're about to do) is like living out the plot of a movie—there is a structure, characters choose their actions, and probability (die rolls) determine success. Unlike a movie, the credits of a fantasy game never roll "The End." Play only ends when players want it to.

Just as each book must have an author, **JORUNE** requires a referee. The referee creates plots (campaigns), terrain, and interesting characters for the players to meet. Referees with natural story telling abilities can always keep their players happy.

The referee does not have absolute control over players or plot (as the author of a book does); after the referee has established a situation, his or her only task is to guide events in a realistic manner. Using skill and dice, players guide their fate.

Once a referee is chosen (described later) each of the players will roll various dice and make numerous choices to determine the characteristics of the creature they will role-play. You should feel as if you live as your character lives. There is a natural tendency to keep your character from dying. Players do not compete against each other; they *team together* to overcome challenges presented by the referee.

1300 NUMBERING SYSTEM

The index at the end of **JORUNE** uses *reference numbers* to guide the reader to an exact location. The following is a guide to section numbers.

JORUNE is divided into four chapters (numbered 1 through 4):

1 : INTRODUCTION

2 : PLAY

3 : ENCYCLOPEDIA

4 : AID

References in the glossary/index start with a single digit (1 through 4) followed by a decimal point. The first digit refers the reader to one of the four chapters listed above. The rest of the numbers refer the reader to one section in that chapter. The reference listed in the glossary/index for the words INTELLIGENT CREATURE(S) is 3.1100. The 3. indicates that information on intelligent creatures is in the ENCYCLOPEDIA chapter (chapter 3). Section 1100 in that chapter contains information about intelligent creatures.

Occasionally, the rules refer the reader to information located in another section. The first digit and decimal point won't be included in these references if the information sought is in the chapter being read. Thus, in chapter 3, the ENCYCLOPEDIA chapter, a reference to 3.1100.05 is the same as to 1100.05.

References are made [illegible] **chapter, section and sub-section**. [illegible] 1100, sub-section 5", or equally "Chapter 3 point 1100 point 5"

The capital letter T is used to refer to a chart or table. For example the **Materials Needed for Play** are in table T1300, or if we didn't [illegible] table is located in the same section, letters are used as prefixes.

Extra zeroes are omitted from [illegible] 3.1000. A reference to 2.6 is a reference to everything between 2.6000 and 2.6999. The reference 2.6000 would be a reference to section 2.6000 only.

1400 MATERIALS

The following is a list of materials suggested for game play.

T1400.00 MATERIALS FOR PLAY

MATERIALS:	QUANTITY:
DICE:	A VARIETY: 3+ SIX-SIDED 1 FOUR-SIDED 1 EIGHT-SIDED 2+ PERCENTILE DICE 2+ TWENTY-SIDED 1 TO 20
LINED PAPER:	THE REFEREE NEEDS PAPER TO RECORD EVENTS.
GRAPH PAPER & TO PENCILS:	A FEW PAGES SHOULD DO 1 FOR EACH PLAYER. 1 FOR REFEREE
4 FUNCTION CALCUL:	OPTIONAL
ENTHUSIASTIC PLAYERS	1 OR MORE
REFEREE:	1 (MUST BE DEDICATED, DILLAGENT, SENSITIVE AND CREATIVE. SUCCESS INSURED!)

2000 **PLOT**

By the year 2116 A.D. Earth technology had become so ad[illegible] a planetary base outside this solar system was seen as a step [illegible]

[illegible] matter travels velocities exceeding that of light without having to accelerate past the light speed barrier) permitted rapid contact [illegible]

[illegible] JORUNE to be a lush hospitable planet with gravity and at[illegible] scale expeditionary party and if all went well a twenty thousand person reasearch colony. A strong military presence was provided as a precautionary measure against the unknown. Biolo[illegible] JORUNE [illegible]

[illegible] JORUNE [illegible] ly framed humanoids communicated in a very complex lan[illegible]

[illegible] with their planet. Shanthas helped the new colonists meet their [illegible] JORUNE [illegible]

[illegible]

the entire voyage. Even the crew was placed into a frozen state [illegible] risks of cryogenic support. Applicants were carefully screened [illegible] onists. It was in this same year that the colony learned of Earths [illegible]

[illegible] a general dissatisfaction with the distribution of lunar rights under [illegible] JORUNE [illegible] desperation of their situation.

[illegible] sites, a massive Shanthic attack employing energies of almost nuclear proportions was launched against each of the 80 colony [illegible] agents were released from one of the Logus ships. These gener[illegible] the Shanthic race. Over 99% of the Shanthas died, leaving only thousands of a once populus race. This was no victory for man [illegible] of the Logus ships destroyed mans only means of leaving JORUNE and quickly annihilated twelve thousand of the colony [illegible] left behind. It was a common belief that Shanthas were capable of seeking out power sources even those used in hand held devices.

The end of the Earth came in the year 2155 A.D. The JORUNE [illegible]

JORUNE [illegible] corded the mutating power nor was anyone aware of. Until newly [illegible] expedition were not attributable to space, the genetic code of the [illegible] **JORUNE** energy. [illegible]

Entirely new forms of life emerged from man. Some [illegible] JORUNE'S energy. [illegible] **JORUNE** [illegible] had been at least as advanced as Earth's interstellar travel.

[illegible] genetically modified humans [illegible] and mutant [illegible] Human legend [illegible] with honor. [illegible] by [illegible] earned ability.

Mutations [illegible] the Human population [illegible] society of man quickly disintegrated. They had once banded together [illegible] hope of creating a self sustaining colony. The surviving Humans quickly became part of the forest fabric. Man became a hunter again.

[illegible] 250 years [illegible] tence remained a struggle.

[illegible] JORUNE. [illegible] the Shanthas. A few large cities and nations (realms) exist. Player [illegible] state. Tothis is a time for travel and learning. The tothis period is a [illegible]

3000 GAMING

3100 CHOOSE A REFEREE
3200 KNOW THE PLOT
3300 LEARN DICE
3400 CREATE CHARACTERS
3500 REFEREE ONLY: PLOT
3600 CONTINUING PLAY

By following a list of things to do here, everyone can be ready to play **JORUNE** in just a few hours.

3100 CHOOSING A REFEREE

[illegible] of being a player to referee the game. All events that occur in **JORUNE** [illegible] responsible for the extra work involved. A motivated ref makes a [illegible]

3200 KNOW THE PLOT AND SOME HISTORY

[illegible] JORUNE.

3300 LEARN DICE

[illegible]

3400 CREATE CHARACTERS

Playing a dull character is no fun for you or the party you're [illegible]

3500 STARTING SCENARIO *(REFEREE ONLY)*

[illegible]

[illegible]

HOW TO PLAY

Here you have a short scenario that a referee can guide the play [illegible] *The weather is fair-the sun is out but there are scattered clouds. Three of the seven moons are visible even in the daytime sky. Sha'Du and Desti'n. The time of day, is early afternoon.* [illegible] 5900 and then later in chapter 3 section 3000A) and are ready to [illegible]

[illegible] notices that a creature is following the party. Roll to randomly de[illegible] don't have four-sided dice, roll a six-sided and re-roll in case of 5 or 6.) You as a ref must tell the players what they see. Information [illegible] The creatures a Wetten [illegible] Dressed in blood stained rags, the Wetten is very thin and pale. Large chunks of fur are missing from his back and his legs. He was with a sight imp, trailing the party by about 30 meters [illegible] His tail is dropping. The Wetten carries nothing with him but an old, battered up sword. His rags are heavily knotted to mend many rips.

[illegible] the players allow him to come close enough (2 to 3 meters) he will [illegible] he whines with each laborious step. [illegible] ment. Profuse gratitude is given to those who help him.

[illegible] like *"I am Gawmen Lenk. My blood is angry"* (it is also pooling [illegible] *My sword is a [illegible] bash the life out of me. They left me to die in a ditch. Everything else is gone."* (even clumps of his fur). At this point Gawmen [illegible]

[illegible] Gawmen. A[illegible] price. A roll of 5 through 9 indicates an average price of about 2 [illegible] more than a poly 2 gemlinks for his sword, he wants 10 gemlinks [illegible] are approximately man sized. Gawmen's sword is useful to only [illegible] Humans in the party before Caji or Boccord.

[illegible] If the party decides to attack Gawmen, he will pull out a white crystal from his rags (see section 3363009) and a warp will appear (see section 7370 for a description of warps). Gawmen [illegible] whole incident on a roll of 14 to 20 on a D20. All in all it is a messy [illegible] from combats until the referee gets a chance to read chapter 2 [illegible]

[illegible] into a productive playing style.

Assuming that the party has treated him fairly, roll a 2D6 to deter[illegible]

[illegible] they might try to find someone who can translate it. If they search for a while they will come across Den Goe-den, a Thriddle trans[illegible] the writing for 5 gemlinks. Read the description of Thriddle in chapter 3 section 1100.20. Before reading the translation, the [illegible] commenting upon the "antiquity of the fabrication." If asked for more than this amount, the Thriddle will trade a pair of gemlinks

for the sword (see chapter 3 section 3430.03 for a description of [illegible] GAR SENTINEL THE SUN'S PATH IS A TRACK AS MY HONOR [illegible] was a famous Crugar 1800 years ago and this sword is of minor [illegible]

And so on. From this you should be able to get a picture of what [illegible]

[illegible]

Additional [illegible] chapter 4 section 1000 In chapter 2 (PLAY) sections 2000 [illegible]

3600 CONTINUING TO PLAY

[illegible] chapters **JORUNE**

CHAPTER 1: *INTRODUCTION*

[illegible] tions for playing Also included is a section on the Shanha a [illegible] JORUNE [illegible]

CHAPTER 2: *PLAY*

[illegible] system in section 2 **5**

CHAPTER 3: *ENCYCLOPEDIA*

The third chapter is a **JORUNE** encyclopedia It contains de [illegible]

CHAPTER 4: *AID*

This chapter is for both the beginner and the advanced player. A few key details of making campaigns are listed, and an index is provided.

4000 DICE

COMMON D6 ROLLS
D20 ROLLS
D100—PERCENTILE DICE
D200 ROLLS
UNCOMMON ROLLS
MULTIPLYING DICE

[illegible]

In the course of playing it is often necessary to roll various dice [illegible]

HAVE THE DICE IN HAND WHEN TRYING TO FIGURE OUT HOW TO USE THEM

COMMON D6 ROLLS

[illegible]

2 What type of dice
3 Add what number to the result

[illegible] **always** [illegible] roll (as in 3D6 +12 Add the 12 in after the 3D6 total)

[illegible] tion is frequently left out "3D6" becomes simply "3 [illegible]

D20 ROLLS

Very often, a roll of 1 through 20 is called for. The best way to roll 1 [illegible]

[illegible]

through 9 color 0 means 10. On the 11 through 20 color 0 means 20.

2. [illegible] to add 10 to the die roll or not (no color coding), let a D6 tell you. A roll of 1 to 3 means use the D20 roll as is. A roll of 4 to 6 means add 10.

D100—PERCENTILE DICE

[illegible] digit. For example, a roll of first 6, then 7, means 67. A roll of 0, 0, means 100.

D200 ROLLS

[illegible] a D6 (you could flip a coin for the hundreds digit, but that would be naive). Turning a D6 into a "D2" is easy—rolls 1 to 3 mean "0" and 4 to 6 means "1". Use this method to get the hundreds digit (usually when the D6 is used as a D2, the result is either "2" or "1". The D2 method described above is really a "D2+1" method.) To get a roll of "200", the D6 roll must be 4 through 6, and the two [illegible]

UNCOMMON ROLLS

1. To roll a "D3", use your trusty D6 as follows: 1 or 2 means "1", 3 or 4 means "2", and 5 or 6 means "3".

2. To roll "D16", use a D6 and a D8. If the D6 roll is a 1 to 3, use your D8 roll as is. If the D6 roll is 4 through 6, add 8 to the D8 roll.

3. For "D40", use a D4 and a D10. A D4+1 determines the tens digit, but if the ones digit rolls a 0, the tens digit increases by 1.

[illegible]

MULTIPLYING DICE

[illegible] whenever the type of die is not specified, it is **always** a D6. [illegible]

5000 ROLLING PLAYER CHARACTERS

5100 **RACE**
5200 **GENDER**
5300 **BACKGROUND INFORMATION**
5400 **CHARACTERISTICS**
5500 **ACQUIRED TALENTS**
5600 **CAJI CHARACTERS**
5700 **ADJUSTED CHARACTERISTICS**
5800 **EMPTY SPOTS**
5900 **PURCHASES**

[illegible]

SAMPLE

[illegible] DRONE, [illegible], each have character sheets, in front of them.

[illegible] The referee is not limited to role-playing one creature. A Game [illegible]

5100 RACE DETERMINATION

5110 **HUMAN**
5120 **CAJI**
5130 **BOCCORD**

5110 HUMANS

[illegible] mited greater growth. The height of the average Human is 6' 3" [illegible]

5120 CAJI

[illegible] without discomfort, but the option of controlled release is not [illegible]

[illegible] standing 5' 3" tall. Caji are physically the weakest of the Human [illegible]

5130 BOCCORD

[illegible] Strength of three Caji. Full grown Boccord stand about 7' 1" tall [illegible] each week. Although it lasts only a moment, it can deflect most [illegible] use the myriad mutations available to Caji.

Boccord tend to share a great many cultural traits with Humans [illegible] of humiliates is a common cultural pursuit.

SAMPLE

After [illegible] acter Steve will role-play a Boccord. Liz balances out the party by role-playing a Human (not necessary, but its good to [illegible]

5200 CHARACTER'S GENDER

[illegible] tend to be more dexterous, better educated and have a higher [illegible] JORuNE [illegible]

SAMPLE

[illegible] decided to role play a female Human.

5300 BACKGROUND INFORMATION

5310 ORIGIN
5320 NAME
5330 CHARACTER HISTORY

[illegible]

5310 ORIGIN

[illegible]

5320 NAMING A CHARACTER

[illegible]

SAMPLE

[illegible] Caji and Boccord names

HUMAN	CAJI	BOCCORD
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]

All of the names are suitable for male and female [illegible] although the ones with an (F) after them are [illegible]

[illegible] the personality of the character [illegible] Tongue [illegible] the few [illegible] [illegible]R NE [illegible]

[illegible] example, a character [illegible] Human [illegible] his Boccord, so he chose the name Borv Andran (pronounced borv Andran) [illegible] above.

5330 CHARACTER HISTORY

[illegible] are [illegible] for characters, [illegible] created. See the CHARACTER HISTORY section of the character sheet.

5400 CHARACTERISTICS

5410 CHARACTERISTICS DESCRIPTIONS
5420 ROLLING CHARS

After the players [illegible] a set of character sheets. There is a complete set at the end of the book. [illegible]

5410 CHARACTERISTIC DESCRIPTIONS

5411 CONSTITUTION	(CON)
5412 STRENGTH	(STR)
5413 RECOVERY	(REC)
5414 DEXTERITY	(DEX)
5415 EDUCATION	(EDC)
5416 SOCIAL STANDING	(SOC)
5417 AIM	(AIM)
5418 SPEED	(SPD)
5419 STAMINA	(STA)

5411 Constitution

[illegible] Humans, multiply the Constitution by 5 and add 75 pounds to calculate the body weight. For example, A Human of Constitution 22 would weigh 185 pounds (22 x 5 = 110, 110 + 75 = 185).

5412 Strength

Strength is a measure of a creatures ability to carry a burden or wield a weapon. For every ten points of Strength, the amount of [illegible] weapons increases. Thus, a Strength of 33 is more advantageous than a Strength of 29, but not much better than a Strength of 30.

[illegible] strain. Thus, a character with a Strength of 22 could lift 220 pounds for about [illegible] only one round (our Human with a 22 Strength could lift 330 [illegible] (CRUNE [illegible]).

5413 Recovery

Recovery is the body's healing speed. A Cajis ability to draw upon the ambient energy of JORUNE's heavily dependent upon Recovery.

5414 Dexterity

Dexterity is a measure of a creatures grace, agility and reaction [illegible]

5415 Education

Education is a measure of the experience and skills characters [illegible]

5416 Social Status

[illegible] requires several weeks for completion. Characters are asked [illegible] ciety. A roll of 1 through 60 is needed on a D100 in order for the [illegible] est or vile character). If the roll is unsuccessful, six months must [illegible] increase in chance of success by 5% each time. A roll of 90 to [illegible]

[illegible] though the process is similar, it takes over a month in Ardoth to [illegible]

Citizenship is an honor and a privilege that cannot be bought. When the transition from Tothis to Drenn is officially santioned, the state bestows a great honor upon the new citizen: A medallion is activated and matched specifically to the recipient. It will glow as a symbol of status and identification only when worn by the new Drenn (see chapter 3, section 3320 for details on medallions).

The highest of the Burdoth social strata (again, not relative to economic status) goes even beyond Drenn. "Kesht" is a special class recognized as the most privileged and honored. Kesht earn their status over a long period of time.

Kesht use the same glowing medallions they received when accepted as Drenn, but they are imprinted with the official seal of the realm. It is assumed that Drenn would not tamper with their activated medallions to counterfeit Kesht status; loss of citizenship and banishment would result should their efforts be detected.

The die roll representing the character's Social Status is an indication of family background, wealth, and Education. Characters with high numbers in their Social Status receive more currency initially.

As far as the number representing Social Status is concerned, rolls less than or equal to 22 indicate the character is poor; he or she receives no special advantages. The small segment of characters with a Social Status of 23 receive extra currency and 6 extra Education points. They are members of the **JORUNE** middle class. Those few characters with Social Statuses of 24 who are able to roll a 6 on a D6 are upper class. Raised in luxurious environments, with *proper* Educations, these characters receive a small fortune in currency and 10 extra Education points. If they fail their D6 roll (by rolling a 1 through 5), they are only middle class. Note: extra Education points may only be used to strengthen abilities *within* a skill class, and not to learn new skills.

5417 **Aim**

The better a creature's Aim, the higher the ability to succeed in ranged attacks.

5418 **Speed**

Speed is a measure of a creature's top sprint speed in meters per round. A character with a speed of 20 could sprint 20 meters per round.

It takes 2 rounds to reach top speed. Until the second round, travel will be at one half of the sprint speed. The same applies to running, but jogging requires no such acceleration period.

5419 **Stamina**

Stamina is the ability to fight off fatigue and suffer damage without falling unconscious.

5420 **ROLLING CHARACTERISTIC**

Die rolls determine a character's particular attributes. Rolling a weak or clumsy character is not the end of the world (ye shall overcome, with skill).

All information recorded on the CHARACTER SHEETS should be written in pencil. Many numbers will be changed later as the character develops.

All of the nine characteristics are recorded on the CHARACTER SHEET page.

Die rolls are used to generate the nine characteristics for each of the three human races. Use the table below in preparing the CHARACTERISTICS SECTION of the character sheet. Record results on scratch paper for now. The numbers in the (F) column indicate the number of points female characters add or subtract to their various characteristics.

T5420 ROLLS FOR CHARACTERISTICS

CHAR	CAJI	(F)	HUMAN	(F)	BOCCORD	(F)
CON:	1D6+6	-1	2D6+14	-2	2D6+24	-2
STR:	1D6+6	-1	2D6+14	-2	2D6+24	-2
REC:	1D6+6		2D6+14		2D6+24	
DEX:	2D6+12	+2	2D6+12	+3	3D6+6	+3
EDC:	2D6+12	+3	2D6+12	+3	3D6+6	+3
SOC:	2D6+12	+3	2D6+12	+3	3D6+6	+3
AIM:	3D6+6		2D6+12		2D6+12	
SPD:	3D6+6		2D6+12		2D6+12	
STA:	3D6+6		2D6+12		2D6+12	

One bit of flexibility is allowed in rolling characteristics. Rolls of the same roll type may be swapped. Thus, Humans are allowed to swap their Constitution, Strength and Recovery rolls because they all consist of 2D6+14. Humans may also exchange their other six characteristics. Caji and Boccord are slightly more restricted in swapping; they have 3 groups of 3 to swap in as opposed to Humans with their group of 3 and a group of 6.

Individual points may not be exchanged. Thus, an Aim of 19 and a Speed of 22 could not be re-balanced to yield an Aim of 21 and a Speed of 20.

SAMPLE

[illegible]

[illegible]

[illegible]

[illegible]

[illegible] the result) and gets a 4 a 2 and a 6 adding 6 yields 10 8 and [illegible] (two six sided dice add ng 12) and gets a 6 (1+5) an 11 (6+5) and a 9 (5+4) Adding 12 yields 18 23 and a 21 Darren [illegible] rolls a 21 (5+6+4=15 15+6=21) a 13 (3+3+1=7 7+6=13) [illegible]

A

CON 12	DEX 23	AIM 21
STR 8	EDC 21	SPD 19
REC 10	SOC 18	STA 13

[illegible]

She has more choices as a Human in assign ng many of her [illegible]

She rolled a 25 (5+6+14) a 23 (5+4=14) and a 16 (1+1=14) [illegible]

HUMAN

CON 25 (F)	DEX 20 (F)	AIM 17
STR 23 (F)	EDC 24 (F)	SPD 17
[illegible]	[illegible]	[illegible]

[illegible]

MAN

[illegible]

[illegible] characteristics changed by gender Because [illegible] were easy to make

[illegible]

For Constitution Strength and Recovery, Steve rolls a 33 a 29 [illegible] yield a 19 11 and a 17 His last rolls of 2D6+12 result in a 14 an 18 and a 23 The arrangement he chooses on the table below.

BOCCORD

STEVE [illegible] ANDRAN

CON 35	DEX 19	AIM 23
STR 33	DEX 17	AIM 14
REC 29	DEX 11	AIM 18

5500 ACQUIRED TALENTS

5510 SKILL CLASSES
5520 SPECIFIC SKILLS

[illegible]

Skills Chapter 3 section 4000 explains how skills are learned [illegible]

5510 Skill Classes

[illegible]

Described in chapter 3

COST IN EDUCATION POINTS FOLLOW THE SKILL NAMES

4101 ARCHER	6
4102 BATTLE TACTICS	7 C
4103 CAJI SKILLS	5
4104 COMBAT	8
4105 ETIQUETTE	3 C
4106 HEALER	6
4107 ISCIN SCIENTIST	5 C
4108 ORATOR AHDIS	8
4109 SHANTHIC COMBAT	14 T
4110 STALKER	10 T
4111 THIEF GITHERIN	8
4112 TRADES-PERSON	[illegible]
4113 TRAINER	4
4114 TRANSLATOR	8

5520 Specific Skills

[illegible]

THE FOLLOWING SPECIFIC SKILLS ARE ALL DESCRIBED IN CHAPTER 3.

4201	**ACCOUNTING**	3
4202	**+1 ADVANTAGE ROLL**	7
4203	**+1 CRITICAL ROLL**	7
4204	**BARGAINING**	3
4204	**BIOLOGY**	x2
4205	**COOK**	2B
4206	**CULTURES**	x2
4207	**DANCE**	2B
4208	**ETIQUETTE**	x2
4209	**FAMILIAR WEAPONS**	3B
4210	**FLY TALMARON**	5
4211	**HERBALIST**	x2
4212	**HISTORY**	x2
4213	**LANGUAGES**	x2
4214	**MUSICIAN**	2B
4215	**RIDING SKILLS**	2
4216	**SHIP SKILLS**	2
4217	**SWIMMING**	1
4218	**VOCAL MUSIC**	x2

SAMPLE

[illegible] After reading section 4100 and 4200 in chapter 3, Darren [illegible]

Note that 3 of his Education points remain unused.

[illegible]

[illegible]

3 POINTS FOR BRONTH
+ POINTS FOR CRUD
5 POINTS FOR NA
3 POINTS FOR CHA NTSI CRUGAR
+ POINT FOR WOFFEN ONLY + POINT BECAUSE BRONTH TAKEN

[illegible]

[illegible]

Note [illegible]

Next Liz selects her acquired talents.

She has a Social Standing of 24, giving her a one in six chance that she was raised upper class. Liz rolls a 6 on her D6, confirming this. A roll of 1 through 5 would have meant [illegible]

[illegible]

Liz's character's name is Cle-Andrithell Lorrier.

[illegible] Points (she rolled a 24 for Education, but as a female character 3 points were added). Upper class adds 10 to this [illegible]

[illegible]

+ POINT +1 TO HIT WITH SWORDS
2 POINTS "TO BE AMBIDEXTEROUS IN COMBAT"
3 POINTS FOR ETIQUETTE

[illegible]

[illegible]

[illegible] balanced character is often more capable than a single [illegible]

[illegible] characteristics.

[illegible]

CON 23 (F)		DEX 23+3=26 (F	[illegible]
STR 21+3=24 (F)		EDC 27 (F)	[illegible]

[illegible]

- POINT 1 TO HIT WITH SWORDS
- POINT 1 TO HIT WITH THE MORNING STAR
- POINT 1 TO HIT WITH POLE WEAPONS

[illegible]

ROLL DICE
STR [illegible] AIM AVAIL

CON 35	DEX 19+3=22	AIM 23
[illegible]	[illegible]	[illegible]
REC 29	SOC 11	STA 18

5600 CAJI CHARACTERS

[illegible] the heading of "LEVEL 1" of section 2400 in chapter 3 may be chosen by level 0 Caji. Cost points are used to determine what [illegible] JOR-UNE [illegible] which must be split between cost points and Value points. Ca[illegible]

-NAME-

[illegible] that all of them are on the LEVEL 1 table). Level 0 and Level 1 [illegible]

ACID SPRAY [illegible]
SPIRITS SHIP COST 4 [illegible]
[illegible] [illegible]
[illegible] COST 1* [illegible]
TASTE PERCEPTION [illegible]
[illegible] COST 1* VALUE 0
SUFFOCATE FIRE [illegible] VALUE [illegible]
=20 COST POINTS

[illegible]

Orb mutation 5 times a day. If he used it less, he could also [illegible]

5700 ADJUSTED CHARACTERISTICS: ADC's

5710 **CONSTITUTION ADC**
5720 **STRENGTH ADC**
5730 **RECOVERY ADC**
5740 **AIM AND DEXTERITY ADC**
5750 **SOCIAL STANDING ADC**
5760 **SPEED ADC**

Characteristics [illegible] as the numbers representing their [illegible] ADC's are the numbers between these numbers and [illegible] ADC's are resulted [illegible] the [illegible] SHEET [illegible] of the characteristics they represent.

5710 CONSTITUTION ADC

The size of a creature (and thus its Constitution) has a bearing upon its vulnerability: a large target is easier to hit. Find the player [illegible] below. The two resulting numbers are separated by a slash and recorded in the Constitu[illegible] character is to be hit in hand-to-hand combat, the second [illegible] range. For example, a Boccord with a Constitution of 34 would [illegible]

T5710 CONSTITUTION ADC

CHARACTER'S CONSTITUTION:	BONUS TO HIT HAND-TO-HAND	BONUS TO HIT AT RANGE:
1-2	+3	+12
3-5	+1	+6
6-10	+0	+2
11-28	+0	+0
29-60	+0	-1

5720 STRENGTH ADC

The ADC for Strength [illegible] adjusts Strength [illegible] the Strength ADC for a character with a Strength of 33 would be [illegible] This means that [illegible] multiplied and added to 1.

T5720 STRENGTH ADC

STRENGTH:	ADC	STRENGTH:	ADC
3-5	x1/2	23-25	x2+1
6-8	x1-1	26-28	x2+2
9-12	x1+0	29	x2+3
13-15	x1+1	30-32	x3+0
16-18	x1+2	33-35	x3+1
19	x1+3	36-38	x3+2
20-22	x2+0	39	x3+3

5730 RECOVERY ADC

[illegible] CORJNE [illegible]

T5730 RECOVERY ADC

RECOVERY:	POINTS HEALED PER DAY:	RECOVERY:	POINTS HEALED PER DAY:
7-10	D2	23-28	D6
11-14	D3	29-34	D8
15-18	D4	35-40	D10
19-22	D5	41-45	D12

5740 AIM AND DEXTERITY ADC

The chances of successfully using a skill which relies upon Dex[illegible] ADC's. The Dexterity ADC is made up of an Attack Bonus and a Dodge Bonus. Record both numbers separated by a slash. Thus a Dexterity of 24 would give us an attack bonus of -1 and a dodge bonus of 4: this would be recorded as -1/4.

T5740 AIM AND DEXTERITY ADC

CHARACTER'S DEXTERITY:	AIM BONUS:	ATTACK BONUS:	DODGE BONUS
1-5	+6	+6	1
6-9	+4	+4	1
10-13	+2	+2	2
14-17	+1	+1	3
18-22	+0	+0	4
23-27	-1	-1	4
28-32	-2	-2	5
33-37	-3	-3	6
38-42	-4	-4	7

5750 SOCIAL STATUS ADC

5751 **Lower**
5752 **Middle**
5753 **Upper**

Check Social Status for advantages on the table below [illegible]

T5750 SOCIAL STATUS ADC

SOCIAL STATUS:	RESULTING CLASS & BENEFITS:
14-22	LOWER CLASS: NO ADVANTAGES
23	MIDDLE: +6 EDUCATION POINTS +D20 GEMLINKS WHEN STARTING
24	UPPER: +10 EDUCATION POINTS +D100 GEMLINKS AND +3 GEMS WHEN STARTING. MUST ROLL A 6 ON A D6 TO CONFIRM. ROLLING A 1-5 INDICATES MIDDLE CLASS.

5752 Lower Class

Characters of the lowest Burodhan class receive no bonuses nor [illegible]

5753 Middle Class

Middle class characters receive a better than normal education and extra currency at the beginning of the game (assuming they start at an age of 23 or older). Add six points to the Education of a middle class character.

Middle class characters aren't rolling in it, but they do start with a [illegible]

5754 Upper Class

[illegible] such characters are given an additional 3 gems and D100 additional gemlinks when starting out. Upper class characters will begin game play dressed in expensive clothing. They are given [illegible]

[illegible] and din) Dhar Tamri of Kethendon. Dressing in expensive gowns is not always a wise, fine clothing can inspire jealousy, [illegible]

5760 Speed ADC

[illegible] This ADC would be recorded as 20:12/6. To generate these ADCS, round the speed up to the nearest 2. This is the sprint [illegible] speed multiplied by 2 is the running speed.

[illegible]

SAMPLE

[illegible]

[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]

SAMPLE

Length Cace, with a Constitution of 12 is 5 3 + D6 tall. Rolling a 4 on the D6, it appears that he is 5 foot 7 inches tall (5 7 [illegible]).

Die Andrithell's Constitution is 21. Her weight is 180 pounds and her height is 6 + D6. Rolling a 2 on the D6, we find that Die Andrithell is 6 foot 2 inches tall, a bit short for someone of [illegible] weight [illegible] being 6 3 + 4.

Borv Andran weighs in at a hefty 350 pounds (Constitution 35). His height is 7 + D6. Rolling a 6 for his D6 roll, Borv is found to be 7 foot 7 inches tall. Borv Andran is a slim [illegible].

5820 LEVEL AND EFFECTIVE LEVEL

A player characters start out at Level 0 and Effective Level 0 [illegible] CHARACTERISTICS [illegible] of age and [illegible] Therefore [illegible] powerful a character's mind is in defending certain mutational at [illegible]. By specific [illegible] Cap, for example, start with an Effective Level of 1 4 they [illegible] Ca Sem.

[illegible] points, the source, and the date (of actual game play) of all ex[illegible] character's Level and Effective level both increase by one point.

5830 ADVANTAGE BONUS AND CRITICAL BONUSES

[illegible] players start [illegible] Advantage [illegible] be described in full detail in the combat section 2 6.

5840 MULTIPLIERS

5841 **ARMOR COST MULT**
5842 **WEAPON COST MULT**

The size of a creature determines the cost of armor and weapons [illegible] Armor Cost Multipliers [illegible] Weapon Cost Multipliers.

5841 Armor Cost Multipliers

[illegible]

5842 Weapon Cost Multipliers

A player's weapon-cost multiplier is calculated in a manner very [illegible] the character's Strength. The weapon cost multiplier multiplies a [illegible] weapons costs by 2. Purchases of energy weapons are unaf[illegible]

SAMPLE

[illegible] 2 and Borv Andrans are both 3, typical of their races.

5850 MAXIMUM MASS AND LOAD MASS

Maximum Mass is the Strength of a creature divided by 3. Record [illegible]

The Load Mass is a unit of encumberance. A creature carrying [illegible] participate in any combat activity.

[illegible] Maximum [illegible]

5840 LOAD MASS

STRENGTH:	LOAD MASS:	STRENGTH:	LOAD MASS:
1-3	5	21-27	40
4-6	10	28-32	50
9-15	20	33-39	60
16-18	30		

0 OR 1 LOAD MASSES = UNENCUMBERED : NO MODIFIERS
2 LOAD MASSES = ENCUMBERED: -4 ADV, +4 TO HIT, -4 TO SPEED
3 LOAD MASSES = NON-COMBAT: UNABLE TO PARTICIPATE IN COMBAT

SAMPLE

Vendrith has a Strength of 8, this translates to a load mass of [illegible] lifting [illegible]

Cle Andrithell's Strength is 23. Her Load Mass is 40 pounds

Bory Andran has a Load Mass of 60 with his Strength of 35

5860 Mount

[illegible] creature). All players start out with a thombo.

SAMPLE

[illegible] acceptable time

5870 PVC POINTS

Party Value Contribution [illegible] Clusters (the value of a Gem Cluster or 'GC' as it is called will be discussed later). Cap characters multiply their level by 3 when [illegible]

SAMPLE

[illegible] PVC of 2 (0+0+0+2=0GC). Bory Andran has a Party Value Contribution of 3 (0+0+0+3=0GC)

5890 WARP FACTOR

[illegible] JORUNE S[illegible] moments of tension, a defense mechanism is capable of release [illegible] mutational attack is bent around the defender, instead of being [illegible] defender's being hit.

[illegible] Warp Factor [illegible] a character a D20 roll is made. If the roll is less than or equal to the character's Warp Factor a release of energy warped the incoming attack around the defender. Warp factors are only allowed when characters are somewhat aware that they are being [illegible]

5890 HIT POINT AND STAMINA POINTS

Hit Points are used to determine how much damage a creature [illegible]

Stamina Points are equal to a character's Stamina. They are [illegible] Points reach zero.

SAMPLE

[illegible] Cle [illegible] have '12', '21' and '35' hit [illegible]

5900 PURCHASES

[illegible] creatures [illegible] purchase the [illegible] value to that of a dime dollar. Detail of the currency of JORUNE [illegible]

[illegible]	[illegible]	D100+300	Gemlinks
[illegible] MANS	D100+600		
[illegible] MANS		D100+900	

[illegible] Bory [illegible] more [illegible] Weapon [illegible] more [illegible] Armor Cost Multiplier [illegible] Bory [illegible] Characters [illegible] of the [illegible] 100 [illegible] section marked Bory [illegible] Avatar [illegible] agrees " [illegible] money to purchase anything [illegible] would be in the least bit rare.

SAMPLE

[illegible] 385, 85 [illegible] D100+300 for his currency. Vendrin Cacs has 385 Gemlinks to spend in the streets of Ardolh. After a bit of haggling with Vist Arnis, a Tarch Trader, Vendrin has a suit of hide armor (50 GU), a bow (200 GU), 5 arrows (6 * 5 GU = 30 GU) and a sword (100 GU). This leaves him with 5 Gemlinks to carry around.

[illegible] Cle Andrithell Lormer has an extra D100+30 Gemlinks. The D100 roll is a 35, so she has 65 [illegible] a 91. Cle Andrithell Lormer has 35 Gemlinks plus 691 Gem[illegible] Gemlinks. With the money she buys a suit of mail (3GL * 2 Armor Cost Multiplyer = 6 GL) and a suit of hide (50 GU * 2 Armor Cost Mult plyer = 1 GL), a heavy cross bow (8 GL * 2 Weapon Cost Multiplyer = 16 GL), one repell capsule (10 GL) and 10 bolts for her heavy cross bow (1 GO * 10 cl = 1 GL). This leaves her [illegible]

Steve rolls a 43 on his D100 roll for currency and finds that [illegible] Gemlinks [illegible] Bory pockets the rest, leaving him with 3 Gemlinks.

6000 SHANTHA

6100 HUMANS THROUGH SHANTHIC EYES
6200 SHANTHIC SECTS
6300 SHANTHIC TECHNOLOGY

6100 HUMANS & SHANTHAS

true natives of JORUNE

The Shanthic race had lead a peaceful existence in underground

crafted of a resistant flesk (stone). The Humans, as they

to the environment for which they had travelled a great distance

they would not be a disturbance. Limitations and taboos were

Humans claimed that they needed the area to make their food

became intolerable. The Shanthas could not tolerate disrespect

has died of a blood clotting ailment induced by human bi

[illegible]

[illegible] they have come to grips with living as a minority on their [illegible] tween Shanthas and humans is rare. Again the Shanthas are [illegible] to ancestral splendor.

[illegible] JORUNE [illegible] JORUNE [illegible]

6200 SHANTHIC SECTS

[illegible] JORUNE [illegible]

[illegible] JORUNE [illegible]

6300 SHANTHIC TECHNOLOGY

[illegible] JORUNE [illegible] The Shanthas naturally store and convert the energy within the [illegible] JORUNE [illegible]

[illegible] anomaly is seldom exported. Shanthas consider it a trait [illegible]

7000 THE PLANET

7100 POST COLONY HISTORY
7200 MOONS OF JORUNE
7300 TERRAIN
7400 SEASONS & WEATHER
7500 ORGANIZED LIFE
7600 MAP & LEGEND
7700 DETAILED DESCRIPTIONS

7100 POST COLONY HISTORY

7110 HISTORY OF POST COLONY CIVILIZATION
7120 TIME LINE: POST COLONY CIVILIZATION

7110 HISTORY OF POST COLONY CIVILIZATION

The post [illegible] JORUNE [illegible] could be found only in tribes and villages. Large population centers [illegible]

[illegible] Bronth, strove towards organization. In 1874 (this is 1874 years after the [illegible] JORUNE [illegible] and defended a large region of forested land which they named "Ros [illegible] for Bronth.) Ros Crendor was the first post colony realm of JORUNE.

The year 1[illegible] saw the [illegible] one of the planets largest ocean ports.

Some time after the [illegible] a station [illegible] Burdoth [illegible] "Khaun-Ghaus," a city with a population of thousands. Although [illegible] were [illegible] lodged. The "Crugar," an intelligent race with an ancestry linked [illegible] strove to Burdoth [illegible]

[illegible] a matter of historical interpretation, in 2236, a Crugar army thousands strong was launched from a region north-west of Burdoth [illegible]

The Crugar forces succeeded [illegible] doth were taken unprepared by this war, any counter attacks [illegible]

[illegible]

A great number of Bogauddas troops were stationed in Crendor [illegible] vaded by a Raman and Togar force from the north-east. The [illegible]

2874 Selected Crugar [illegible]

2879 A stalemate develops in western Drall between the Crugar [illegible]

2880 [illegible]

2880 [illegible] Burdoth [illegible] Crugar [illegible]

2880.7 Aided by even more men from Burdoth, the Crugar [illegible]

2882 [illegible]

2900 Chain Doicha rises to power. A miserable, defeated race of [illegible]

[illegible]

[illegible]

2905.3 Chain Doicha is assasinated by a pocnot agent of Bur[illegible]

2905.7 Without a leader, the Crugar generals bicker amongst [illegible]

[illegible] Short weeks [illegible] Walter, the Brown were [illegible] Brown Ran [illegible] the Green [illegible] lands.

[illegible] sinister characters. Volgire had become a realm in 2245. The [illegible] two nations closer together in language, music, religion and [illegible]

[illegible] never been able to maintain a lasting rule. As of 3500 P.C. only [illegible]

7120 TIME LINE OF PLANETARY HISTORY: YEAR 0 TO 2906 P.C.

YEAR EVENT

0 OR 2140 Earth meets its end

[illegible]

[illegible] borders

2212 Burdoth capital Khaun Gauss is formed

[illegible] Khaun Gauss is destroyed and Burdoth defeated

2236.5 Bronth army arrives

[illegible] from Burdoth

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

2248.3 Burdoth again independent. Human army travels to Ros [illegible]

[illegible]

[illegible] Cassis Dei Ros

2251 War in Ros Crendor Stalemates

[illegible]

[illegible]

2254.5 Humans in Burdoth start building a string of fortifications [illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

2878 A poorly organized Crugar force sails to Drall in hopes of [illegible] Drall are able to hold them off until a second Crugar army sails [illegible]

[illegible]

2878 [illegible]

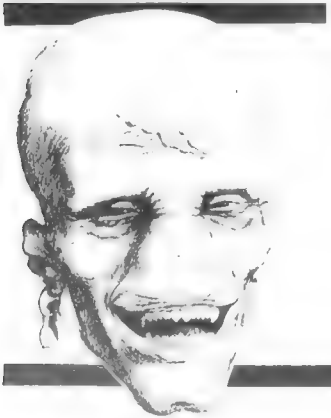
2879 A stalemate develops in western Dia I between the Crugar [illegible]

2880 [illegible]

2880.7 Aided by even more men from Burdoth, the Crugar [illegible]

2905.3 Chain Dolcha is assassinated by a pocket agent of Bur [illegible]

2905.7 Without a leader, the Crugar generals bicker amongst [illegible]



7200 MOONS OF JORUNE

7210 **SHAL**
7220 **EBBA**
7230 **DU**
7240 **GOBEY**
7250 **DESTI**
7260 **LAUNTRA**
7270 **TRA**

7210 SHAL

Shal is a medium sized green moon, elegant and pristine. Shal's [illegible]

7220 EBBA

This JORUNE moon is almost void of atmosphere. It is close [illegible] JORUNE [illegible]

7230 DU

[illegible]

7240 GOBEY

[illegible] JORUNE [illegible]

7250 DESTI

[illegible] giant of a moon is the violent inspiration of the [illegible]

7260 LAUNTRA

The Launtra moon has a reflective, golden atmosphere. Even [illegible] nature, its sculpted surface suggests many shapes. Much as [illegible] JORUNE cultures are told that they come from Launtra.

7270 TRA

[illegible]

7300 TERRAIN TYPES

7310 **GRASSLANDS**
7320 **LIGHT FOREST**
7330 **HEAVY FOREST**
7340 **SWAMP**
7350 **JUNGLE**
7360 **DESERT**
7370 **MOUNTAINS**
7380 **WARPS**

7310 GRASSLANDS

JORUNE [illegible]

7320 LIGHT FOREST

JORUNE [illegible] sunlight is blocked in light forest but lush green vegetation [illegible]

7330 HEAVY FOREST

[illegible] through heavy forest. Speed is severely reduced by a bright [illegible] travelling in circles. Finding a way out of heavy forest is an effort [illegible]

7340 SWAMP

The greenish glow of swamp lands can be seen a good distance [illegible]

7350 JUNGLE

The jungles of JORUNE are deadly. Shortcuts through jungled [illegible]

7360 DESERT

[illegible] JORUNE [illegible]

7370 MOUNTAINS

The JORUNE mountain ranges extend 2000 feet above sea level [illegible]

7380 WARPS

7381 **Clear Warps**
7382 **Dark Warps**
7383 **Roving Warps**

[illegible] Once created, warps become passable for only a few seconds at a time. Warps look like 4 meter tall cylinders filled with another location. Every location on the surface of the planet is mapped to another location. If energy is expended in creating a warp (by [illegible] many, many miles. Warps are visible only in air (no underwater warps exist). Both sides of a warp are usually similar in altitude [illegible]

[illegible] walking around a warp, a 360 degree inspection of its other side [illegible] pings.

[illegible] highly defensible) are mapped to nearby places such that if a [illegible] enough to see. Often, Shamanic temples (as well as some citadels [illegible] that are hesitant about sharing their knowledge of warps. Only a [illegible]

7381 Clear Warps

[illegible] by a Cap will be a clear warp. Those created by crystals are usually clear. Clear warps give the warp a clear view of the warp destination sight.

7382 Dark Warps

Dark warps are similar to warps except that they lack translucency. These warps will pull objects in to them with a Strength [illegible]

7383 Roving Warps

[illegible] these warps will continue traveling a great distance. If a character happens to be standing in the path of a roving warp when it passes through, he or she will be instantly transported to the des[illegible]

This form of warp is extremely rare.

7400 WEATHER & SEASONS

7410 SEASONS ON JORUNE
7420 WEATHER TYPES

7410 SEASONS ON JORUNE

[illegible] JORUNE seasons are [illegible] weather [illegible]

Early Spring	(SUBTRACT 1
Mid-to Summer	(NO CHANGES)
Autumn	ADD 1
Deep Winter	ADD 2)

When rolling for weather (tables in chapter 2, section 1100), add [illegible] for [illegible] Summer [illegible] Mid-to Winter.

7420 WEATHER TYPES

[illegible] JORUNE [illegible] Clay [illegible] Mountain.

7500 ORGANIZED LIFE

7501 Realm
7502 Territory or Region
7503 Citadel
7504 Town or City
7505 Tribe & Village
7506 Shanthic Runes
7507 Earth [illegible]s (Othky)
7508 Roads
7509 Inclep
7510 Clep

7501 Realm

[illegible]

7502 Territory or Region

A territory or region is a section of land inside a realm under a [illegible]

7503 Citadel

A citadel is an enclosed area of a city. Citadels are heavily de- [illegible] characters of Dreno status or above.

7504 Town or City

Any group of creatures living together in populations over a few hundred constitute a town or city. There are dozens of towns in [illegible] marked.

7505 Tribe or Village

[illegible] made [illegible] people [illegible] lations usually number less than a few hundred. Villages are [illegible] Rumbrian [illegible] Tribes and villages [illegible] ing, [illegible] from the [illegible] of Bund [illegible]

7506 Shanthic [illegible]s

[illegible] Shanthic [illegible] Shanthic [illegible]

7507 Earth [illegible]s (Othky)

[illegible]

7508 Roads

[illegible]

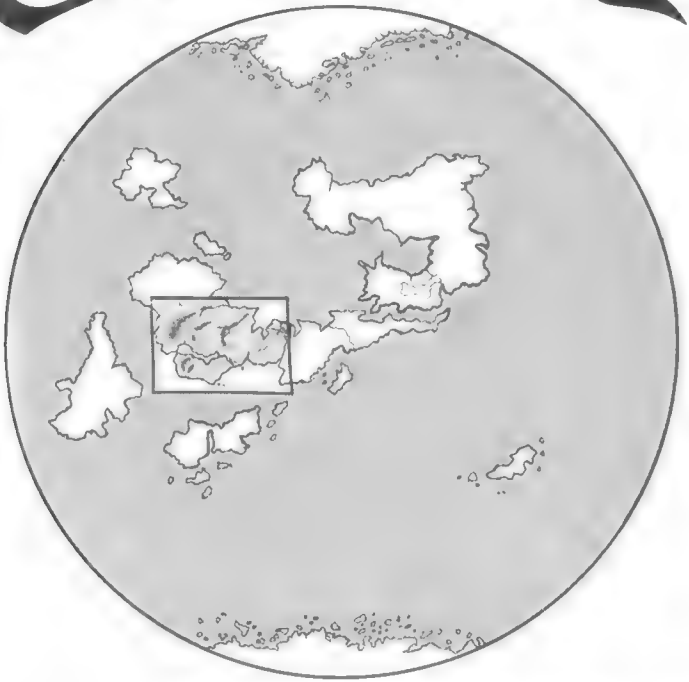
7509 Inclep

[illegible]

7510 Clep

A clep is an inn, a place to stay. Prices vary, but a nicely furnished [illegible] Low quality habitation can be rented for prices as low as 5 GU [illegible]

JORUNE



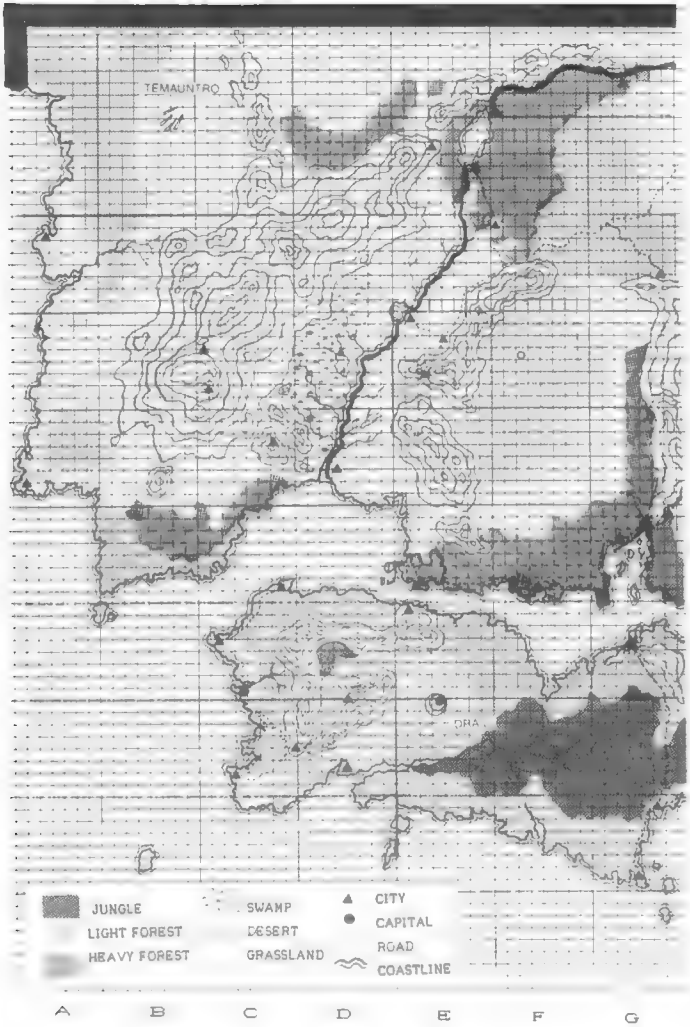
20 JORUNE MAPS

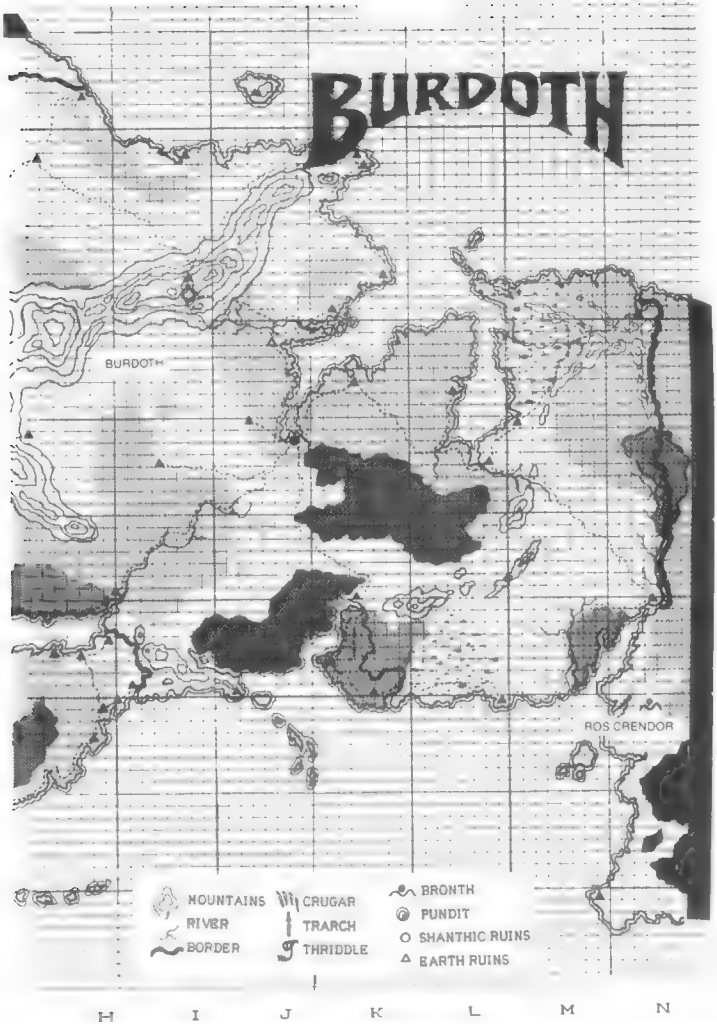
[illegible] are three maps in this book: a **JORUNE** planet map, which [illegible] each depicts the realm Burdoth, and a one page version of the [illegible]

JORUNE [illegible]

JORUNE [illegible] JORUNE'S [illegible] heavy minerals. Most of the planet's surface is covered by salt [illegible]

JORUNE [illegible] JORUNE [illegible]


TEMAUNTRO
ORA
JUNGLE
LIGHT FOREST
HEAVY FOREST
SWAMP
DESERT
GRASSLAND
CITY
CAPITAL
ROAD
COASTLINE
10
9
8
7
6
5
4
3
2
1
A
B
C
D
E
F
G


BURDOTH
BURDOTH
ROS CRENDOR
MOUNTAINS
RIVER
BORDER
CRUGAR
TRARCH
THRIDDLE
BRONTH
PUNDIT
SHANTHIC RUINS
EARTH RUINS
H
I
J
K
L
M
N

7700 DETALIED DESCRIPTIONS

The attitude listing for each city is on a scale from 1 to 5. The number 1 represents a close knit society with an instinctive distrust of strangers. The other extreme is 5, where the society is very [illegible]

7701 BURDOTH

[illegible] JORUNE [illegible]

[illegible] of which is controlled by a Voric Lord and a council of Mor Lords. [illegible]

[illegible] callyords are often humiliated in public or locked in confinement for a few days. A common Burdothian punishment is the herb treatement. More common in the North West of Burdoth, herb is a [illegible]

It is considered poor taste for the victim to injure or slay the [illegible]

[illegible] ries provide the realm with much of its music, herbal specialties [illegible]

7701 BURDOTH
7702 DRAIL
7703 LUNDERE
7704 ROS CRENDOR
7705 TEMAUNTRO
7706 VOLIGIRE

[illegible]

Following the realm name is a list of some of its more prominent [illegible]

7701 01 ARDOTH (J6-77) ATTITUDE: 3

[illegible] chamber. The Ko-Ciep is a tourist attraction, visited by many [illegible] JORUNE [illegible] patrons keep violence to a minimum. [illegible] JORUNE [illegible]

[illegible] 01 BAUTHITT (C4-41) ATTITUDE: 3

[illegible] JORUNE [illegible] actually more of a social activity. Pundit stop all those who come and go for a bit of a chat. They are positioned so close together [illegible]

Although only a small portion of the population is engaged at this at any time, it is a service thoroughly enjoyed by the Pundit of [illegible]

7701 02 Bridis (L6-86) ATTITUDE: 4

[illegible]

[illegible] 03 Herdoth (J10-44) ATTITUDE: 3

Herdoth is a large city on a medium sized island. Heavy tourist [illegible]

Other travel to Herdoth is recreational. The city's citadel is en [illegible]

.04 **Irithydro** **(D8-32)** **ATTITUDE: 3**

Irithydro (pronounced Ear-ith eye-dro) is a large city with a mixed

habitants here. Everyone in Irithydro speaks with a sort of Brionin

.05 **Opea** **(N5-68)** **ATTITUDE: 2**

not treated generously here. There is much hostility against Crugar in particular.

.06 **Tan-Iricid** **(J8-77)** **ATTITUDE: 5**

side of a small mountain holds a complete set of all Thraddie knowledge. Information is easily researched for a price.

702 DRAIL

Drail is a realm located south west of Burdoth. This storm is

sidered a large jungle, void of sentient beings. Since that time, the

.02 **Dan Driveon** **(N4-44)** **ATTITUDE: 4**

This Punoit city is heavily involved with crystals and minerals. They are both common in the open jungle covering much of mid

703 LUNDERE

PC, as opposed to a Lunderian one. The terrain in Lundere is

tal of Lundere. Yoshtar is one of JORUNE S largest ocean ports.

7705 ROS CRENDOR

across the border is relaxed. These two realms are close allies.

704 TEMAUNTRO

gradients. Temauntro is a lush region filled with a variety of terrain

.704.01 **Chain Imagri** **(N4-44)** **ATTITUDE: 1**

This city is a stunning display of the usually meager Crugar co-

Docha, the most famous Crugar leader. His name is a holy word

706 VOLIGIRE

The realm of Ramian is located just north of Lundere. The Wolfen

CHAPTER 2: PLAY

1000 DAILY EVENTS
2000 WILDERNESS ENCOUNTERS
3000 TOWN ENCOUNTERS
4000 EXPERIENCE POINTS
5000 COMBAT

1000 DAILY EVENTS

1100 WEATHER
1200 TRAVEL
1300 HEALING LOST HIT POINTS

[illegible]

1 [illegible]
2 [illegible]
3 [illegible]

4. Players roll to determine how many hit points they hea
5 [illegible]
6. [illegible]
7 [illegible]
8 [illegible]
9 [illegible]

1000 DAILY EVENTS

1100 WEATHER
1200 TRAVEL
1300 HEALING LOST HPTS

1100 WEATHER

1110 ROLLING WEATHER
1120 EXMPL ROLLING WEATHER

1110 ROLLING WEATHER

[illegible]

(1) [illegible]

(2) Roll a D20
(3) [illegible]
(4) [illegible]

(5) Most weather types are checked for once a day. A da [illegible]

(6) [illegible]
month or so

[illegible]
then a different weather table must be used. Go back to step (1

T1110 FOREST AND GRASSLAND WEATHER

NEW WEATHER	DAYS	CURRENT WEATHER CLEAR	CLOUDS	FOG	RAIN	STORM
CLEAR	D20	1-5	1-7	1-8	1-3	[illegible]
CLOUDS	1	6-18	8-14	9-16	4-5	2-5
FOG	1	19-20	15-16	17-18	6	6
RAIN	1	-	17-19	19-20	7-15	7-15
STORM	1	-	20		16-20	16-20

T1110 JUNGLE WEATHER

NEW WEATHER	DAYS	CURRENT WEATHER CLEAR	CLOUDS	FOG	RAIN	STORM
CLEAR	D20	1-5	1-5	1-4	1-7	1-3
CLOUDS	1	6-17	6-12	5	8-12	4-7
FOG	1	18	13	6-15	13	8
RAIN	1	19	14-17	16-18	14-18	9-16
STORM	1	20	18-20	19-20	19-20	17-20

T1110 MOUNTAIN WEATHER

NEW WEATHER	DAYS	CURRENT WEATHER CLEAR	CLOUDS	FOG	RAIN	STORM
CLEAR	D20	1-5	1-4	1-4	1-2	1
CLOUDS	1	6-14	5-10	5-7	3-4	2-3
FOG	1	15-19	11-17	8-17	5-14	4-12
RAIN	1	20	18-20	18-20	15-18	13-18
STORM	1			-	19-20	19-20

T1110 SWAMP WEATHER

NEW WEATHER	DAYS	CURRENT WEATHER CLEAR	CLOUDS	FOG	RAIN	STORM
CLEAR	D6	1-5	1-6	1-3	1-2	1
CLOUDS	1	6-12	7	4-6	3-7	2-4
FOG	1	13-17	8-12	7-17	8-13	5-7
RAIN	1	18-20	13-20	18-20	14-17	8-17
STORM	1	-		-	20	18-20

T1110 DESERT WEATHER

NEW WEATHER	DAYS	CURRENT WEATHER CLEAR	CLOUDS	SAND	RAIN	STORM
CLEAR	D40	1-5	1-13	1-4	1-15	1-16
CLOUDS	1	6-17	14	5	16-18	[illegible]
SAND	1	18	15	6-19	-	-
RAIN	1	19	16-19	20	19	19
STORM	1	20	19-20		20	[illegible]

1120 WEATHER EXAMPLE

T1120 EXAMPLE OF WEATHER

ROLL	WEATHER:	DURATION:	DAYS OF THIS WEATHER:
4	CLEAR	D20 ROLLS 7	1-7
13	CLOUDS	1 DAY	8
2	CLEAR	D20 ROLLS 4	9-12
19	FOG	1 DAY	13
12	CLOUDS	1 DAY	14
20	STORM	1 DAY	15
14	RAIN	1 DAY	16
8	RAIN	1 DAY	17
2	CLEAR	D20 ROLLS 17	18-34

1200 TRAVEL

1210 NON-MOUNTED MOVEMENT
1220 MOUNTED MOVEMENT
1230 ROUGH TERRAIN
1240 LIMITS DUE TO WEATHER

1210 NON-MOUNTED

Non-mounted movement, or foot travel, proceeds at a rate of 5 to 6 kilometers/hour. The referee may slow the party down if mem

1220 MOUNTED MOVEMENT

1221 Thombo
1222 Bochigon
1223 Talmaron
1221 Thombo

1222 Bochigon

This riding creature is a tremendous beast, capable of carrying

for periods up to 8 hours a day.

1223 Talmaron

hour or 40 kilometers/hour for periods up to six hours a day.

1230 ROUGH TERRAIN

T1230 MOVEMENT DUE TO ROUGH TERRAIN

TRAVEL BY:	NEW WEATHER ROAD	FRST	GRS	SWMP	JNGL	MNT	DSRT
FOOT	NC	SP/2	NC	SP/4	SP/3	SP/2	SP/4
THOMBO	NC	SP/2	NC	SP/4	SP/3	SP/2	SP/3
BOHIGON	NC	SP/2	NC	SP/4	SP/4	SP/2	SP/2
TLMRON	NC	NC	NC	NC	NC	NC	NC

NC=NO CHANGE IN SPEED SP/N=SPEED DIVIDED BY N
ROAD SUPERCEEDS ANY OTHER TERRAIN TYPE

party travels. Thus, if the party was on the **third** ter trave

1240 WEATHER RESTRICTIONS

T1240 MOVEMENT RESTRICTIONS DUE TO WEATHER

TRAVEL BY:	NEW WEATHER WALKING	THOMBO	BOCHIGON	TALMARON
CLEAR	NC	NC	NC	NC
CLOUDS	NC	NC	NC	NC
FOG	NC	NC	NC	:
SAND	SP/6	SP/4	SP/4	:
RAIN	SP/2	SP/2	SP/2	SP/3
STORM	SP/3	SP/3	SP/2	:

NC=NO CHANGE SP/N = SPEED DIVIDED BY N
: = CAN'T FLY IN THAT TYPE OF WEATHER

1300 HEALING LOST HIT POINTS

2000 WILDERNESS ENCOUNTERS

2100 INTELLIGENT ENCS
2200 WILD-INTELLIGENT ENCOUNTERS
2300 NON-INTELLIGENT ENCS

[illegible]

n towns or cities

[illegible]

1 [illegible]
2 [illegible]
counters per day for that terrain
3. Roll a D20 once for the number of times a day listed
4 [illegible]

T2000 WILDERNESS ENCOUNTERS

ENC TYPE:	ROAD 3/DAY	FRST 3/DAY	GRASS 3/DAY	SWAMP 5/DAY	JNGL 3/DAY	MNT 2/DAY	DSRT 1/DAY
NONE	1-13	1-14	1-14	1-15	1-10	1-15	1-17
ENT	14-18	15-16	15-16	16-17	11	11	18
ENT	19	17-18	17-18	18-19	12-15	17-18	19
ENT	20	19-20	19-20	20	16-20	19-20	20

TIME OF DAY: ROLL A D6 FOR EACH ENCOUNTER
1=EARLY MORNING 2=MORNING 3=NOON
4=EARLY AFTERNOON 5=LATE AFTERNOON 6=NIGHT-TIME ENCNTR

If a party is traveling through forest on a road use road n a

[illegible]

2100 INTELLIGENT ENCOUNTERS

2110 SIZE
2120 GROUP TYPE
2130 GENERATING MEMBERS
2140 POSITION
2150 SURPRISE
2160 PRE-ENCOUNTER
2170 RESPONSE

The encounters generated in this section consist of creatures that [illegible]

1 [illegible]
2. Get information about each individual creature in section [illegible]
3 [illegible]

2110 SIZE OF A PARTY

[illegible]

1 [illegible]
member of the party
2 [illegible]
3 [illegible]

[illegible]

that party is on a scale of 1 to 6

T2110 SIZE INDEX AND SIZE OF AN ENCOUTER

TOTAL PVC:	SIZE INDEX:	D6 ROLL:	SIZE ROLL:
1-20	+0	1	1
21-60	+1	2	D2
61-200	+2	3	D3
201-1000	+3	4	D4
1001-2000	+4	5	D5
2000&UP	+5	6	D6

2120 GROUP TYPE

1.
2.
3.

T2120 GROUP TYPE

ROLL:	GROUP TYPE:	SECTION:	ROLL:	GROUP TYPE:	SECTION:
1	BEASTERS	2120.01	10-11	ROGUES	2120.07
2	IACIN	2120.02	12	SLAVERS	2120.08
3	KESHT	2120.03	13-16	TAUTHER	2120.09
4-5	MERCEN	2120.04	17-18	TRADERS	2120.10
6-7	NOMADS	2120.05	19	TRANSPORT	2120.11
8-9	PATROLS	2120.06	20	TROOPS	2120.12

2120.01 Beasters

2120.02 Iacin

2120.03 Kesht

To determine how important a Kesht is, roll 3D6, the higher the

T2120.03 ROLLING FOR PURPOSE OF KESHT

ROLL	PURPOSE:
1-5	TRAVELING FOR PLEASURE
6-15	TRAVELING TO MEET WITH SOMEONE
16-18	LAND OWNER INSPECTING HIS TERRITORY
19-20	SECRET ASSIGNMENT

2120.04 Merceneries

pay. They are not interested in a spit of the treasure, or participation in the politics of a campaign. A mercenary states his price

2120.05 Nomads

place to live

areas of these characters. Being accepted into a nomadic tribe

2120.06 Patrols

2120.06(A) **LOCAL PATROLS**
2120.06(C) **BORDER PATROLS**
2120.06(B) **IMPERIAL PATROLS**

A patrol is a group of armed creatures that protects an area or a

1-4 indicates a local patrol and a roll of 5-6 indicates an imperial

1-2 indicates a border patrol, 3-4 is a local patrol and 5-6 is an im

2120.06(A) **Local Patrols**

Local patrols are much like todays police, but under the laws of most realms, potential criminals are not read their rights, defense lawyers are not provided and bail is not an option for the jailed. Local patrols will not wander further than 10 km from their respective towns. Local patrols are often unfriendly to strangers. They will provide little or no help to the occasional adventurer.

2120.06(B) **Imperial Patrols**

Imperial patrols are troops sent by the emperor of each realm to keep the peace in a region. All patrol members ride thombos if possible. The average thombo can carry only creatures with as many as 75 constitution points. Larger thombos are usually available for larger size patrol members. In addition to their leaders, patrols will have subordinate leaders, referred to as "Sub Lead" on tables referring to patrol members. Imperial patrols will not hinder characters unless they are involved in some form of wrong-doing. Attitudes of patrols will vary from realm to realm but they are generally helpful to strangers.

2120.06(C) **Border Patrols**

Border patrols are hired by the imperium to alert the realm against invasions. Border patrols will turn away non aligned creatures at the border. Border patrols can sometimes be bribed into passing in undesirables. Border patrols will check citizenship papers of all those that they meet. On occasion, only citizens of given realm are allowed to enter.

2120.07 **Rogues**

Rogues are groups of creatures similar in all respects to adventurers except that they prowl about seeking to rob passers-by of their goods. Rogues will avoid parties too large to hack easily. If possible, they will attack to subdue and not to kill. Ambushed victims who drop their weapons have a good chance of living. Rogues will either ambush their victims or they will trick unsuspecting parties into ambushed terrain.

2120.08 **Slavers**

Slavers are groups of characters who capture and sell other intelligent creatures. To control their captives, slavers use the harness limilate. Slavers will usually capture races other than their own. For example, human slavers will take crugar captives before they would consider capturing other humans.

Slaver parties travel throughout the land in search of intelligent creatures that stray too far from protection. Slavers will either attack outright or they will attempt to trick their victims into believing that they are traders or lost strangers, etc. Either way, slavers will attack with weapons that do more psud damage than hit point damage. After knocking a creature unconscious, they will feed it a harness limilate so that upon awakening, the creatures spirit will be broken. For a description of harness, see 3.3542.05.

2120.09 **Tauther**

Tauther (from Toth) are characters who travel, explore, travel over land, etc. Player characters are usually considered Tauther by Burdothian standards. Players often team up with other Tauther they meet.

2120.10 **Traders**

Traders are kind, warm people that will bend over backwards to take a character's money. Traders wander around from realm to realm and therefore have no specific destination, although, depending upon where traders are encountered, they may be carrying different goods. Traders found near the Temauntro border should have a better chance of having limilates for sale, etc. The more desolate the location the higher their prices will be. One hundred kilometers from the nearest town there are few options for buying.

When determining the race of traders encountered, roll a D6. If a 1-4 is rolled then the traders will all be Thivins. (Thivins are a race of creature better suited to trading than any other profession. (see section 3.1100.23 for details). If a 5-6 is rolled then proceed with the race generation as usual.

2120.11 **Transports**

2120.11(A) **TYPES OF TRNSPTS**
2120.11(B) **CARGOS CARRIED**

Transports are parties carrying valuables from place to place. Only the largest transport parties will have advanced scouts taimarons with riders. Transports usually travel on roads; however they will enter the wilderness to avoid danger. The referee should randomly determine the intended destination of the transport, and if desired, where it originated from. Transports are often hostile to strangers, because their cargoes make them attractive to rogues.

2120.11(A) **Types of Transports**

2120.11(A1) **PERSONAL TRNSPTS**
2120.11(A2) **MERCH TRNSPTS**
2120.11(A3) **IMPERIAL TRNSPTS**

2120.11(A1) **Personal Transports**

Personal transports are usually hired by a rich lord to tranports personal goods from one location to another. The goods will often be a mixed lot of junk, furniture and place settings. Rarely will valuables be included in the cargo of a personal transport.

2120.11(A2) **Merchandising Transports**

These groups will either be moving from town to town, trying to hit the best business, or traveling from afar with rare goods. A roll of 6 on a D6 indicates a party with rare goods. A roll of 1-5 will dictate a mundane merchandising tranport.

11(A3) Imperial Transports

[illegible]

12 Troops

[illegible]

T2120.12 PURPOSE OF TROOPS	
ROLL:	PURPOSE:
1-3	WAIT FOR FURTHER INSTRUCTIONS FROM ARDOTH
4-10	STOP AND INTERROGATE PASSERSBY
11-13	STATIONED HERE TO PREVENT TROUBLE
14	ON RAIDING PARTY
15-17	ON ROUNTY PARTY TO DESTROY SOME FORM OF LIFE
18-20	SENT ON SECRET MISSION

2130 GENERATING MEMBERS

[illegible] members of the party must be generated. The following is a list of [illegible]

1. [illegible]
2. [illegible]
3. [illegible]
4. [illegible]

T2130.01 BEASTERS MEMBERSHIP TABLE			
SIZE:	ROLL FOR NEW RACE EACH: D8 BEASTERS TA:	ROLL FOR NEW RACE EACH: D6 GUARDS TG:	ROLL FOR NEW RACE EACH: D6 AIDS TS:
1	D2	D2-1	D2-1
2	D3	D2	D2
3	D4+1	D3+1	D2+1
4	D8+2	D4+2	D3+1
5	D12+3	D6+3	D4+1
6	D20+4	D8+4	D6+1
LEAN BEASTERS AWAY FROM THRIDDLE, SALU, WALLUSK, POONOT AND SCARMIS.			

T2130.02 ISCIN MEMBERSHIP TABLE			
SIZE:	ROLL NEW RACE EACH: D8 SCHOLARS TA:	ROLL NEW RACE EACH: D6 GUARDS TG:	ROLL NEW RACE EACH: D6 AIDS TS:
1	1	D2-1	D3-2
2	D2	D3-1	D2-1
3	D2+1	D3-1	D2-1
4	D3+1	C4-2	D2-1
5	D6+1	D6-3	D4-1
6	D12+2	C20-10	D12-3
LEAN ISCIN ALMA FROM CURSAR IN PRIMARY GROUP. TOWARDS THRIDDLE, POONOT, THIUINS, AND WALLUSK IN SECONDARY.			

T2130.03 KESHT MEMBERSHIP TABLE			
SIZE:	ROLL FOR NEW RACE EACH: D20 PEOPLE TA:	ROLL FOR NEW RACE EACH: D12 GUARDS TG:	ROLL FOR NEW RACE EACH: D6 AIDS TS:
1	1	D3-1	D3-2
2	D2	D6-1	D3-1
3	D3	D8	D3
4	D4	D12+2	D3+1
5	D6	D20+4	D6+1
6	D20	2D20+6	D12+1
LEAN KESHT TOWARD HUMANS, CAJI, AND BOCCORD BY 3 POINTS. CROIE, SCARMIS, RAMIAN, AND CORASTIN ARE NEVER KESHT.			

T2130.04 MERCENERIES MEMBERSHIP TABLE

SIZE:	ROLL FOR NEW RACE EACH: D8 MERCENERIES TG:	SIZE:	ROLL FOR NEW RACE EACH: D8 MERCENERIES TG:
1	1	4	D6+2
2	D2	5	D12+4
3	D4+1	6	D20+6

T2130.05 NOMAD MEMBERSHIP TABLE

SIZE:	ROLL FOR NEW RACE EACH: D20 NOMADS TS:	SIZE:	ROLL FOR NEW RACE EACH: D20 NOMADS TS:
1	D4+1	4	D20+8
2	D8+4	5	2D20+10
3	D12+6	6	2D100+20

TRY TO STAY IN THE PRIMARY GROUP OF CREATURES.

T2130.06(ABC) PATROL MEMBERSHIP TABLE

BORDER DISTANCE (ROLL D6 FIND SLOT AND LOOK DOWN)

FAR =)	1-4	5-6	-
CLOSE =	1-2	3-4	5-6

SIZE:	ROLL NEW RACE EACH: D8 LOCAL TG:	ROLL NEW RACE EACH: D8 IMPERIAL TA	ROLL NEW RACE EACH: D8 BORDER TA:
1	D2	D4	D2
2	D4	D4+2	D2+1
3	D4+2	D6+2	D4+1
4	D6+2	D8+2	D12+4
5	D6+4	D12+4	D20+8
6	D8+4	D20+4	2D20+10

USE ONLY THE PRIMARY TABLE, ROLLS OF 11 ARE TRARCH, 12 ARE THRIDDLE.

T2130.07 ROGUES MEMBERSHIP TABLE

SIZE:	ROLL FOR NEW RACE EACH: D8 ROGUES TA:	SIZE:	ROLL FOR NEW RACE EACH: D8 ROGUES TA:
1	1	4	D6+2
2	D2	5	D12+4
3	D4+1	6	D20+6

NEVER THRIDDLE, WALLUSK, OR POCHOT. PUSH TOWARDS RAMIAN, ARID AND DROGAR.

T2130.08 SLAVERS MEMBERSHIP TABLE

SIZE:	ROLL FOR NEW RACE EACH: D8 SLAVERS TA:	ROLL FOR NEW RACE EACH: D6 GUARDS TG:	ROLL FOR NEW RACE EACH: D4 SLAVES TS:
1	1	D2	D4-3
2	C2	D3	D2-1
3	D2+1	D4	D4-1
4	D3+1	D6	D6-1
5	D4+1	D8+1	D8-1
6	D6+1	D20+1	2D40-2

NEVER BRONTH, TOGAR, THRIDDLE, PUNDIT, OR POCHOT.

T2130.09 TAUTHER MEMBERSHIP TABLE

SIZE:	ROLL FOR NEW RACE EACH: D8 ADVENTS TA:	ROLL FOR NEW RACE EACH: D20 GUARDS TG:	ROLL FOR NEW RACE EACH: D6 AIDS TS:
1	D2	-	-
2	D4+1	D2-1	D2-1
3	D6+2	D4-1	D3-1
4	D8+4	D6-1	D4-1
5	D12+6	D8-1	D6-1
6	D20+8	D12-1	D8-1

T2130.10 TRADERS MEMBERSHIP TABLE

ROLL OF 1-4 =) TWIVINS ROLL OF 5-6 =) RANDOM RACE

SIZE:	ROLL FOR NEW RACE EACH: D12 TRADERS TA:	ROLL FOR NEW RACE EACH: D8 GUARDS TG:	CARGOS:
1	D2	D4	1
2	D4	D6	D2
3	D6	D8+1	D3
4	D8	D12+2	D4
5	D12	D20+3	D6
6	2D12	2D20+5	D12

FOR RANDOM RACE, RE-ROLL FOR 2,3 OR 11,12 ON THE SECONDARY ROLL.

T2130.11 TRANSPORT MEMBERSHIP TABLE

SIZE:	ROLL FOR NEW RACE EACH: D20 LEADERS TA:	ROLL FOR NEW RACE EACH: D12 GUARDS TG:	CARGOS:
1	1	D4+1	1
2	D3	D6+2	D2
Ⅲ	D3	D8+4	D3
Ⅳ	D5	D12+6	D4
5	D5	D20+8	D6
Ⅵ	D7	3D20+10	D12

LEAN TOWARDS THE PRIMARY GROUP.

T2130.12 TROOPS MEMBERSHIP TABLE

SIZE:	TROOPS TG:	SPECIAL NOTES:
1	1	ROLL FOR NEW RACE EACH D8
2	D2+1	CREATURES
3	D4+2	IN 1, 2 OR 3 SQUADS: ROLL FOR
Ⅲ	D8+4	SPECIALTY EACH C8 CREATURES
5	D20+6	IN 4 OR MORE SQUADS: ROLL FOR
6	3D20+10	SPECIALTY EACH D4 SQUADS

ONLY PRIMARY GROUP. AN 11 IS TRARCH. A 12 IS THRIDDLE.

T2130 RACE OF ENCOUNTERED CREATURES

PRIMARY RACES 2D6:	RACE:	(FEMALE) 2D6	SECONDARY RACES 2D6:	RACE:	(FEMALE) 2D6
2-3	BRONTHx4	9	2	CORASTINx4	8
4	WOFFEN	9	3	RAMOAN	8
5	GAJI	9	4	TOGAR	9
6-7	HUMAN	9	5	THIWINS	11
8	BOCCORD	8	6	POCNOT	6
9	PUNDIT	10	7	TRARCH	9
10	CRUGAR	7	Ⅷ	SALU	8
11-12	ROLL A 2D6		9	SCARMIS	-
	ON THE SECONDARY		10	THRIDDLEx3	-
	RACE TABLE ON THE		11	WALLUSK	Ⅷ
	RIGHT COLUMN		12	CROIDx2	8

CREATURES WITH x2 OR x3 COUNT AS MORE THAN 1 CREATURE WHEN ROLLING FOR GROUPS OF CREATURES.

2140 POSITION

2141 DISTANCE TO AN ENCOUNTER
2142 LOCATION AND DIRECTION

2141 Distance to an Encounter

[illegible]

T2141 DISTANCE TO AN ENCOUNTER

TERRAIN:	DISTANCE:	TERRAIN:	DISTANCE:
FOREST	3D6x5+20	JUNGLE	3D6x2+20
HEAVY FOREST	3D6x2+10	MOUNTAINS	3D6x10+10
GRASSLAND	3D6x10+50	DESERT	2D6x20+100
SWAMP	2D6x2+10		

2142 Location and Direction

2142.01 ENCOUNTER ON THE ROAD
2142.02 ENCOUNTER OFF ROAD

[illegible]

T2142 ENCOUNTER TRAVEL STATUS

ROLL:	RESULT
1	ENCOUNTER IS OFF THE ROAD. SEE SECTION 2142.02
2	ENCOUNTER IS ON THE ROAD. BEHIND THE PARTY
3-6	ENCOUNTER IS ON THE ROAD. AHEAD OF THE PARTY

2142.01 Encounter on the Road

[illegible]

T2142.01 ENCOUNTERS ON THE ROAD

ENCOUNTER BEHIND PARTY ROLL:	DIRECTION OF TRAVEL	ENCOUNTER AHEAD OF PARTY ROLL:	DIRECTION OF TRAVEL
1-6	TOWARDS PARTY	1-4	TOWARDS PARTY
		5-6	AWAY FROM PARTY

02 Encounter off the Road

[illegible] cations that the encounter could be at, and eight directions that [illegible] the party. The player character's party, denoted PARTY, is always [illegible]

T2142.02 ENCOUNTER DIRECTION

```
          0            1            2
            .          .          .
              .        .        .
                .      .      .
                  .    .    .
                    . . .
7 <=========PARTY=========> 3
                    . . .
                  .    .    .
                .      .      .
              .        .        .
            .          .          .
          4            5            4
```

[illegible] party would be on a line from location 4 to location 1, somewhere [illegible]

2150 Surprise

Surprise is determined by a die roll. Modify the roll if one party [illegible]

T2150 SURPRISE

ROLL:	SURPRISE:
1-7	THE ENCOUNTER SURPRISES THE PLAYER CHARACTERS
8-13	SURPRISE IS SIMULTANEOUS
14-20	PLAYER CHARACTERS SURPRISE THEIR ENCOUNTER

2160 PRE-ENCOUNTER

[illegible] D20 yields a 19 or a 20, then the lower part of the following table [illegible]

T2160 PRE-ENCOUNTER ACTIVITY

ROLL:	ACTIVITY:
1-18	TRAVELING
19-20	SPECIAL ACTIVITY. ROLL A D20 BELOW TO DETERMINE
ROLL:	SPECIAL ACTIVITYIES
1-8	EATING.
9-12	JUST ENCOUNTERED ANOTHER PARTY. MAY BE FIGHTING.
13-18	HOUSEKEEPING CHORES: CLEANING WEAPONS, ETC.
19-20	SLEEPING. PROBABLY HAS A GUARD ON DUTY.

2170 RESPONSE

[illegible] RESPONSE INDEX. Roll a 2D6 on the RESPONSE table below. [illegible]

T2170 RESPONSE INDEX

PARTY TYPE:	RESPONSE INDEX:	PARTY TYPE:	RESPONSE: INDEX:
ROGUES	-4	TAUTHER	+0
TRANSPORT	-1	MERCENERIES	+1
KESHT	-1	PATROL	+2
BEASTERS	-1	ISCIN	+2
SLAVERS	-1	TROOPS	+2
NOMADS	+0	TRADERS:THIVIN	+3

T2170 RESPONSE TABLE

ROLL:	RESPONSE:
2	WILL ATTACK IF HAS A REALISTIC CHANCE
3	WILL ATTACK IF HAS A REALISTIC CHANCE
4	WILL ATTACK IF PROVOKED
5-6	UNFRIENDLY
7	NEUTRAL
8-9	FRIENDLY
10	VERY FRIENDLY
11	VERY FRIENDLY
12	VERY FRIENDLY

2200 WILD-INTELLIGENT ENCOUNTERS

2210 **RACE**
2220 **SPECIFICS**
2230 **SIZE**
2240 **TYPE**
2250 **RESPONSE**

[illegible] found in the wild. Wints are organized into tribes and bands [illegible]

1 [illegible]
1. Use 2290 as a guide. Figure out the tribal organization, how [illegible]
1 [illegible]

2210 RACE OF A WINT ENCOUNTER

[illegible]

T2210 BURDOTH WINT

RACE:	FOREST	GRASS	SWAMP	JUNGLE	MOUNT	DESERT
ADUBON	1	-	1-8	1-5	1-3	-
BUGUNT	2	-	11-35	6-8	-	-
GOGGORD	3-8	1-15	36-38	9-10	4-14	1-12
BOUDER	9	16-20	-	11-12	15	13-15
BROTH	10-12	21-22	-	13	16-17	-
CAUL	13-14	23-26	39	14-15	73-74	16-18
DUEASH	15	27	-	-	18	19
[illegible]STIN	16-17	28-29	40	16-23	19-20	-
[illegible]ROIC	18-19	30-31	-	24-35	21-24	-
[illegible]RUSAR	20-30	32-40	41	36-40	25-30	-
[illegible]HEDON	31-32	41	-	41	31	-
[illegible]ENDOR	33-35	42-46	-	-	36-37	-
[illegible]BUN	36-55	47-65	42-72	41-60	38-52	20-31
[illegible]	56-60	66-68	-	61	53-60	32-35
[illegible]UGNOT	61-62	69-71	73-76	62-70	75-79	-
[illegible]	63-72	72-76	77	71-73	[illegible]	76
[illegible]	73	77	-	74-77	86-87	77-84
[illegible]	74	78	78-89	-	88-89	-
SGARMIS	75-77	-	90-92	78-79	90-91	-
[illegible]	78	79	93	80	92	85-86
[illegible]	[illegible]	[illegible]	94-95	81-84	93-94	-
[illegible]LE	85-86	83-85	96-97	[illegible]	93-94	-
[illegible]	[illegible]	86-88	98	89-90	93-94	-
[illegible]	[illegible]	89-94	99	91-95	95-98	-
[illegible]	[illegible]	95-98	-	-	-	87-100
[illegible]	[illegible]	99-100	100	96-100	99-100	-

2220 TRIBA SPECIFICS

2221 **GENERAL REACTIONS**
2222 **SPECIFIC LIKES & DISLIKES**
2223 **PETS OR BEASTS**
2224 **LAYOUT & TERRAIN**
2225 **NEARBY WINT & NINT**
2226 **NATURAL WEALTH**
2227 **HISTORY AND RELIGION**
2228 **SPECIAL KNOWLEDGE**
2229 **SPECIAL ITEMS**

2221 General Reactions

[illegible]

2222 Specific Likes and Dislikes

[illegible] actions to elements in its surroundings. Perhaps the tribe in ques[illegible] about crystals.

2223 Pets or Beasts of Burden

[illegible]

2224 Layout and Terrain

[illegible]

2225 General Reactions

[illegible] creatures which should be considered. Perhaps a large grey [illegible]

2226 Natural Wealth

On rare occasions, a tribe will be situated near objects of wealth [illegible]

2227 History and Religion

[illegible]

2228 Special Knowledge

It is possible that the tribe knows the location of a Shantha, or a treasure, etc.

2229 General Reactions

[illegible]

2230 SIZE

The WSIZ listing of every intelligent creature contains a die roll which generates a number between 1 and 6. Roll the die to get [illegible]

T2230 SIZE OF WINT PARTY

SIZE:	SIZE OF MAIN GROUP	SIZE:	SIZE OF MAIN GROUP
1	D4	4	D20+5
2	D6+1	5	D60+10
3	D10+3	6	D200+40

2240 TYPE

[illegible] patrol, or a hunting or gathering party. Index the roll of a D20 below to determine the type of the Wint Encounter. At night time [illegible] group will be of a size 2 less than the size of the main group. All group types are -4 to response.

T2240 TYPE OF WINT

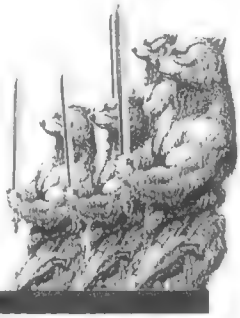
ROLL:	TYPE OF WINT	ROLL:	TYPE OF WINT
1-5	GATHERING PARTY	11-14	MAIN GROUP
6-10	HUNTING PARTY	15-20	PATROL

2250 RESPONSE

Before rolling the response of the Wint encounter, determine the base response listed below.

T2250 BASE RESPONSE INDEX BY RACE

RACE:	RESPONSE INDEX:	RACE:	RESPONSE INDEX:
ACUBON	-1	HUMAN	+1
BLOUNT	-1	KNIK	-3
BOCCORD	+0	POONOT	+2
BOUDER	+2	RUNOIT	+2
BRONTH	+1	RAMIAN	-2
CAJI	+1	SALU	+0
CLEASH	-4	SCARMIS	-1
CORASTIN	-1	SHANTHA	+0
CROID	-4	TOGAR	+0
CRUGAR	-2	TRARCH	+0
DAEGON	+0	WALLUSK	+1
DEMOOR	-4	WOFFEN	-2



2300 NON-INTELLIGENT ENCOUNTERS

2310 RACE
2320 SIZE
2330 LAIR
2340 SURPRISE
2350 RESPONSE
2360 SPECIFIC CREATURES

2310 RACE

RACE:	SWAMP	JUNGLE	DESERT	SIZE	SECTION
BOOHIGON	1-2	1-4	-	A+1	3.1200.01
CORONDAN	3	5	-	A-2	3.1200.02
CRILL	-	6-8	1-13	B	3.1200.03
DAIJ	4-5	9-10	14-22	A-2	3.1220.04
DAUTH	6-13	-	-	A-3	3.1200.05
DICHANDRA	14-19	11	-	B	3.1200.06
DREGUMON	20-24	12-19	23-25	A-2	3.1220.07
DURAGON	25-27	20-25	26-30	A	3.1220.08
FARG	28-40	-	-	B	3.1200.09
GREY MNDR	41-43	26-29	31-32	A+1	3.1200.10
HARKS	-	-	33-54	B	3.1200.11
LIZOGOTH	44-46	30-33	-	B+1	3.1240.12
LOSHT	-	-	56-69	C+1	3.1200.13
MOULS	47-50	34-36	70-75	A-3	3.1200.14
NARRIS	-	37-38	76-80	1	3.1200.15
RIBBER	51-54	39-48	-	A	3.1200.16
PRON GRAS	55-60	49-51	-	1	3.1240.17
S RACE	61-63	52-57	81-84	B	3.1200.18
SCRAGGER	-	58-59	-	B	3.1200.19
SLARCHA	64-68	60-64	85-89	B-1	3.1220.20
SLUTCH	69-74	65-69	89	A+1	3.1220.21
TALMARON	75-80	70-73	90-92	B	3.1220.22
TARD	81-85	74-83	-	B	3.1200.23
THOMBO	86-91	84-86	93-94	A	3.1220.24
WINTCH	92-94	87-90	95-98	C	3.1240.25
WODRA	95-96	91-93	99	B-3	3.1220.26
WEACH	97-99	94-99	-	B	3.1220.27
WHITE MANDARE	100	100	100	A-3	3.1200.28

T2310 MINT SWAMP JUNGLE & DESERT

RACE:	FOREST	MOUNT	GRASS	SIZE	SECTION
BOOHIGON	1-3	1-2	1-5	A+1	3.1200.01
CORONDAN	4	3	6	A-2	3.1200.02
CRILL	-	4-5	7-8	B	3.1200.03
DAIJ	5	6-10	9-11	A-2	3.1220.04
DAUTH	6-9	11-12	-	A-3	3.1200.05
DICHANDRA	10-12	13-14	12	B	3.1200.06
DREGUMON	13-15	15-18	13-14	A-2	3.1230.07
DURAGON	16-18	19-24	15-19	A	3.1220.08
FARG	19-20	-	-	B	3.1200.09
GREY MANDARE	21	25-27	20-23	A-1	3.1200.10
HARKS	-	-	-	B	3.1200.11
LIZOGOTH	22-26	28-33	24-29	B-1	3.1240.12
LOSHT	-	-	-	C-1	3.1200.13
MOULS	27-35	34-36	30-31	A-3	3.1200.14
NARRIS	36	37-40	32-35	1	3.1200.15
RIBBER	37-44	41-44	36-40	A	3.1200.16
PRON GRAS	45-50	45	41	1	3.1240.17
SORACE	51-65	46-58	42-50	B	3.1200.18
SCRAGGER	-	59-63	-	B	3.1200.19
SLARCHA	66-73	64-75	51-60	B-1	3.1220.20
SLUTCH	74-77	76-77	61-65	A-1	3.1200.21
TALMARON	78-81	78-85	66-73	B	3.1220.22
TARD	82-85	-	-	B	3.1200.23
THOMBO	86-91	82-83	74-86	A	3.1220.24
WINTCH	92-94	76-81	87-93	C	3.1240.25
WODRA	95-96	82-83	94-95	B-3	3.1220.26
WEACH	97-99	92-99	96-99	B	3.1220.27
WHITE MANDARE	100	100	100	A-3	3.1200.28

T2310 MINT FOREST GRASS & MOUNT

2320 SIZE

[illegible] dex based on PVC off of the following table. Roll a D6, adding the Size index. Rolls larger than 6 are 6. This is the Size of the en[illegible]

TOTAL PVC:	INDEX:	D6 ROLL:	SIZE:
1-20	+0	1	1
21-60	+1	2	D2
61-200	+2	3	D3
201-1000	+3	4	D4
1001-2000	+4	5	D5
2001&UP	+5	6	D6

T2320 SIZE OF A MINT ENCOUNTER

Each creature on the tables above had a size listed for A, B, or C, plus a number. Add the Size of the party to this number. If it goes under 1, it is 1. If it goes over 6, it is 6. Roll for the number of [illegible]

T2320 NUMBER OF CREATURES

	====)A(=====			====)B(====			====)C(====		
SIZE	S	M	L	S	M	L	S	M	L
1	1	0	0	D2	0	0	D4	D2-1	D2-1
2	0	1	0	D2	D2	0	D4	D6	D2
3	0	0	1	D2	D2	D2	D6	D8	D4
4	1	D2-1	D2-1	D4	D2	D2	D6	D8	D8
5	1	1	D2-1	D6	D4	D2	D8	D12	D8
6	D2	D2	D2	D6	D6	D4	D12	D12	D12

2330 LAIR

[illegible]

2340 SURPRISE

[illegible] values listed in the GENERAL SPECS part of the creature de[illegible]

C1 4 5 7 8 20P would indicate that if the roll of a D20 resulted in a 1 4, the Nint surprises the player characters and a roll of 8 20 indicates that the party surprises the Nint. Rolls of 5 through 7 would indicate a mutual discovery.

2350 RESPONSE

[illegible] whether or not a creature is stupid enough to attack something [illegible] INDEX. If the word MANIAC is present, the creature will attack [illegible]

T2360 NINT RESPONSE TABLE

ROLL:	RESPONSE:	ROLL:	RESPONSE:
2	ATTACKS IMMEDIATELY	7	EASILY PROVOKED
3	ATTACKS IMMEDIATELY	8-9	NEUTRAL
4	ATTACKS IMMEDIATELY	10	FRIENDLY
5	READY TO ATTACK	11	VERY FRIENDLY
6	HOSTILE	12	VERY FRIENDLY

2360 SPECIFIC NINTS

Section 3.1200 details the rolling of specific nints. Section 3.1100 [illegible]

3000 TOWN ENCOUNTERS

3000 TOWN ENCOUNTERS

3100 OUTSIDE
3200 IN A CLEP
3300 SPECIAL EVENTS

[illegible]

3100 OUTSIDE

[illegible] addition, the following group types exist in a town or city.

3111 **Rouges**
3112 **Githerin**
3113 **Locals**
3114 **Drafters**
3115 **Important Locals**

[illegible]

3111 Rouges

[illegible]

3112 Githerin

See 3.4100 for details on this group.

3114 Locals

[illegible]

3115 Drafters

[illegible]

3116 Important Locals

[illegible] in a community. They often own land.

3115 Local Patrols

[illegible]

3200 IN A CLEP

While staying in a clep, characters may encounter other crea[illegible] of section 2000 to generate indoor encounters. A 2D6 roll should [illegible]

3300 SPECIAL EVENTS

[illegible]

T3300 MEETINGS IN AN INN

ROLL 2D6.

ROLL A 2D6 EACH DAY

9-11 = COMMON EVENT 2D6 BELOW	12 = UNCOMMON EVENT 2D6 BELOW
ROLL: COMMON EVENT:	ROLL: UNCOMMON EVENT:
2-4 FESTIVAL	2 TROOPS ENTER TOWN
5-6 PARADE	3 HARVEST ARRIVES
7-8 NEWS REACHES TOWN	4-6 ISCIN LECTURE
9-11 HERIS: SEE 1.2701	7-10 CLEP FIRES!
12 CLECH: TAXATION D6 GEMLOCKS OR MORE	11 IMPORTANT FIGURE DIES
	12 TOWN RAIDED SOMEWHERE

4000 EXPERIENCE

4100 EXPERIENCE POINTS
4200 POINTS PER LEVEL
4300 BONUSES

4100 EXPERIENCE POINTS

[illegible] thing from the experience. Referees should base the number of [illegible] apply). Any wealth the players acquire is worth its value in Gems [illegible] **Killing unarmed, innocent, or unconscious characters is not worth any Experience Points.**

Each time a character goes up in level, a few months of game [illegible] they take time to learn. It is not possible for a character to gain [illegible]

4200 POINTS PER LEVEL

Players start with 0 Experience Points and at Level 0. As they ac[illegible] table of Experience Points Level. Thus, a Level 0 Human needs 500 Experience Points to attain Level 1. Once there, the Humans points drop to 0 and Level increases by 1. Section 4300 lists the [illegible]

LEVEL	HUMAN	CAJI	BOCCORD
1 -)	500	1,000	750
2 -)	1,000	3,000	2,000
3 -)	3,000	7,000	5,000
4 -)	5,000	11,000	8,000
5 -)	8,000	17,000	13,000
6 -)	12,000	25,000	18,000
7 -)	16,000	33,000	25,000
8 -)	21,000	43,000	32,000
9 -)	26,000	53,000	40,000
10 -	32,000	65,000	49,000
11 -	39,000	79,000	59,000
12 -	46,000	93,000	70,000
13 -	54,000	109,000	81,000
14 -)	62,000	125,000	94,000
15 -)	71,000	143,000	107,000
16 -)	81,000	163,000	122,000
17 -)	91,000	183,000	137,000
18 -)	102,000	205,000	153,000
19 -)	113,000	227,000	170,000
20 -)	125,000	251,000	188,000

4300 BONUSES

[illegible]

T4300 LEVEL BONUSES		
EACH RACE AUTOMATICALLY GAINS:		
HUMAN	CAJI	BOOOORD
NOTHING	5 COST/VALUE POINTS TO USE ON MUTATIONS	AT LEVEL 5 AND UP, 1 EXTRA USE OF DEFLECTOR PER DAY

CHARACTERS CHOOSE ONE OF THE FOLLOWING:		
HUMAN	CAJI	BOOOORD
D4+4 SKILL PTS. +1 WARP FACTOR +D2 TO STR,CON STA,AIM,SPD AIM, OR DEX	D4+4 SKILL PTS. +1 WARP FACTOR +D2 TO STR,CON STA,AIM,SPD AIM, OR DEX RECOVERY 8 OF POINTS FOR COST/VALUE	D4+4 SKILL POINTS +1 WARP FACTOR +D3 TO STR,CON STA,AIM,SPD AIM, OR DEX
MAXIMUM HUMAN CON: 29 STR: 29	MAXIMUM CAJI CON: 19 STR: 19	MAXIMUM BOOOORD CON: 49 STR: 59

5000 ACTION

5000A ADVANTAGE
5000B ATTACK STRATEGY
5000D CRITICAL HIT ROLL
5000E DAMAGE
5000G EVADE
5000H HAND-TO-HAND
5000I RANGE
5000J ROLL TO HIT
5000K ROUND

The following is the sequence of play for combat:
5100 ADVANTAGE
5200 THE ROLL TO HIT
5300 H-T-H ATTACKS
5400 RANGE ATTACKS
5500 DEFENSE
5600 SUCCESS
5700 DAMAGE
5800 SPECIAL ATTACKS&MODIFIERS

Beginning players can skip to section [illegible] ●

■ This symbol means [illegible]

● 5000A ADVANTAGE

Each character rolls a D20 for advantage in each round of com[illegible]

5000B ATTACK STRATEGY

When using a sword, a swing is only one possibility for attack. The [illegible]

5000D CRITICAL HIT ROLL

A Critical Hit roll is made whenever a Roll to Hit is successful. The [illegible] attack was merely a glancing blow.

5000E DAMAGE

[illegible]

5000G EVADE

[illegible]

5000H HAND-TO-HAND

[illegible]

5000I RANGE

[illegible]

5000J ROLL TO HIT

[illegible]

5000K ROUND

Time is broken down into a unit called a Round which is 2 [illegible] following is a list of actions and the number of rounds they [illegible]

T5000 ACTIONS

ROUNDS:	ACTION:	ROUNDS:	ACTION:
1	STAND UP	2	UNSLING WEAPON
0	FALL	2+	GET SOMETHING FROM A POUCH
1	PICK SOMETHING UP	0	DROP SOMETHING
2	GET ON A THOMBO	1	MOST WEAPON ATTACKS
1	GET OFF A THOMBO	1	ALL DEFENSIVE MOVES
2	PREPARE&USE A BOW		

5100 ADVANTAGE

5110 ROLLS NEEDED
5120 ROLL OF A 20
5130 FIRST ATTACKER

[illegible] Advantage is a measure of the stance, position, and opportunity [illegible] character. If a character has low advantage, it will be more difficult [illegible] be successful. To determine a character's advantage, a [illegible] is rolled. The higher the roll, the better that character's ad[illegible]

[illegible]

5110 ROLLS NEEDED

[illegible] The following is a table of the Advantages needed for various tasks.

T5110 ADVANTAGE NEEDED

MINIMUM ADVANTAGE:	ACTION:
6	LAUNCHED, THROWN, OR FIRED ATTACKS
8	ORB OR BOLT MUTATION USED ON TARGET 2 OR MORE METERS AWAY
10	ANY HAND-TO-HAND ATTACKS, OR THOSE OCCURING AT LESS THAN 2 METERS
20	-4 TO HIT, +4 TO BE HIT (THIS IS A BONUS, NOT AN ACTION)
IF ADVANTAGE IS TOO LOW, ATTACKS ARE +16 TO HIT	

5120 A ROLL OF 20

If characters are able to roll a 20 for their advantage, either naturally or because of some Advantage bonus, they become 4 [illegible] near perfect situation for a character.

5130 FIRST ATTACKER (H-T-H ONLY)

When a character is fighting a Non-Player character, whoever has [illegible] attackers leave themselves a little vulnerable to attack when they at[illegible]

[illegible] tage is high, higher than their opponents. If a character's advan[illegible] probably defending that round (otherwise a +16 to hit penalty is applied). In such cases, the character saw that no opening was [illegible] deciding to defend when they have a Combat Advantage (an [illegible]

5200 THE ROLL TO HIT

5210 **WEAPONS**
5220 **SKILL**
5230 **OFF THE SCALE**

5210 WEAPONS

[illegible]

The first column on this table is the number of attacks which can be made per round with a weapon. The second column is the [illegible]

T5210 PRIMITIVE H-H WEAPONS

RANGE IN METERS=====) PREP	TYPE	WEAPON	0-2 CLOSE	2-6 SHORT	6-10 NEAR
1	E	AXE:BATL	10:3D8	7:2D6	20:D8
1	E	AXE:HAND	8:2D6	8:2D4	16:D6
1	E	AXE:THRW	5:D8	5:2D6	13:2D6
1	B	BOLA	6:D4	-:-	-:-
1	P	CLAWS	4:D6	-:-	-:-
1	B	CLUB	9:2D6	8:D6	20:D4
2	B	FIST	5:D6	-:-	-:-
1	B	FOOT	6:D8	-:-	-:-
1	B	HMMR:WAR	10:3D8	-:-	-:-
1	B	HOOVES	9:2D6	-:-	-:-
1	P	HORN	7:2D6	-:-	-:-
1	EP	KNIFE	3:D6	-:-	-:-
1	B+P	MACE	7:D8+D4	7:D4+D2	19:D8+D2
1	B+P	MSTAP	4:D8+D6	8:D4+D4	17:D8+D2
1	B	PINCHERS	6:D6	-:-	-:-
1	B	ROCK	8:D6	-:-	-:-
1	P	SPEAR	7:2D6	-:-	-:-
1	[illegible]	STAFF	5:2D4	8:D6	16:D6
1	EP	SWORD:1H	6:2D6	8:D6	16:D6
1	EP	SWORD:2H	7:3D6	11:2D6	[illegible]
1	EP	SWORD:LIH	4:D8	8:D4	16:D6
1	EP	SWORD:L2H	5:2D8	8:D6	16:D4
1	P	TEETH	9:D6	-:-	-:-
1	B	WRAP	5:D6	-:-	-:-

8:D6 MEANS AN 8 OR HIGHER NEED TO HIT WITH A D20, AND D6 POINTS OF DAMAGE ARE DONE BY THIS ATTACK.

[illegible]

T5210 PRIMITIVE RANGE WEAPONS

RANGE=====) PREP	WEAP	0-2 SHORT	2-6 CLOSE	6-10 NEAR	10-30 FAR	30-70 LONG	70-120 X-LONG
2	BOLA	2:D4	3:D4	4:D6	8:D8	14:D6	-:-
2	BOW	2:D4	2:D6	5:D6	7:2D6	12:2D6	16:2D6
1	KNIFE	2:D3	2:D4	6:D4	19:D3	-:-	-:-
2	LBOW	2:2D6	2:2D6	5:2D6	7:3D6	11:3D6	16:3D6
1	ROCK	2:D4	2:D6	6:D6	11:D4	17:D2	-:-
2	SLING	2:2D4	3:2D4	4:2D4	9:D4	15:D3	-:-
1	SPEAR	3:D6	2:D6	8:2D6	12:2D6	16:2D6	-:-
2	TAXE	2:D6	5:2D4	13:2D4	-:-	-:-	-:-
1	TSTAR	2:D4	2:D6	4:2D6	8:D4	17:D4	-:-
4	XBOWL	2:2D6	2:2D6	4:3D6	7:3D8	12:2D6	20:2D6
3	XBOWH	2:D6	2:D6	5:2D6	9:2D6	16:2D6	23:D6

[illegible]

Round the weapon can fire. The second column indicates the [illegible]

located directly under the various ranges in meters.

T5210 PISTOLS & MUTATATIONS

POOLS TO HIT ARE UNDER RANGES
NUMBERS FOR WEAPONS ARE DAMAGE

RANGE IN METERS= SPR	SPC	WEAPON	0-2 CLOSE 2	2-6 SHORT 3	6-10 NEAR 4	10-30 FAR 11	30-70 LONG 10	70-120 XLONG 20
1	3	BLASTER 1H	50	45	30	15	-	-
1	3	BLASTER 2H	40	35	15	-	-	-
1	3	BLAS:LIH	30	15	5	-	-	-
[illegible]	[illegible]	BLASTER	60	55	55	55	55	50
[illegible]	[illegible]	[illegible]	XX	XX	XX	XX	XX	XX
[illegible]	[illegible]	[illegible]	15	15	15	15	15	15
[illegible]	[illegible]	LASER	20	20	20	20	20	20
[illegible]	[illegible]	FARMLDER	65	60	55	50	45	40
[illegible]	[illegible]	POWSAR	10	10	10	10	10	10
[illegible]	5	SNO:DIST	120	110	100	90	80	70
[illegible]	20	STUNNER	55	45	35	25	15	-

ALL OF THE ABOVE CAN HOLD UP TO 10 POWER CELLS. BLASTERS REQUIRE SLAB AMMO EVERY 100 SHOTS. CAPSULE LAUNCHERS CAN HOLD 10 SHOTS PER CLIP AND REQUIRES ONLY A FUNCTION CELL TO FIRE 100 SHOTS. SEE CAPSULES FOR DETAILS ON DAMAGE. 3.3410 PISTOLS CAN USE AN ATOMIC CELL WITH AN ADAPTOR. THE POWER CELLS WILL TAKE 1 MINUTE, (30 ROUNDS), TO RE-CHARGE. EACH ADDITIONAL POWER CELL WILL TAKE AN EXTRA MINUTE.

WPFC [illegible]

ADV/CRIT BONUS Better have this too

1192 CREATURE CHARACTERISTICS

The following is a list of only the most important characteristics

CON [illegible]
STR ADC only
DEX ADC only
AIM ADC only

1193 ARMOR

[illegible]

1194 MUTATIONS

[illegible]

1195 POSSESSIONS

[illegible]

ARMOR BEING WORN [illegible]

WEAPONS [illegible] cedure as armor being worn

CAPSULES Roll a D100. On a high roll, throw in a few capsules

CRYSTALS [illegible]

EARTH ITEMS Same as capsules, but wait for numbers like 96 [illegible]

1196 FILLING IN THE BLANKS

[illegible]

1200 NON-INTELLIGENT CREATURES

1210 **LAIR**
1220 **SURP**
1230 **ARMOR**
1240 **WHEN FOUND**
1250 **MUTATIONS**

Definitions of most terms used in the charts and tables can be [illegible]

1200.01 BOCHIGON

GENERAL SPECS	
RESP: +1	TYPE: HERBIVORE
WPFC: 0	LAIR: NONE
SURP: C(1-2 4-20)P	IN LAIR: -
ADV/CRITICAL BONUS: +0/+0	EXP: 50

ARMOR=FUR			CREATURE CHARACTERISTICS			
LOC:	AR	TO HIT	CHAR	ROLL	AVG	ADC
BODY	+4	-8/-14	CONSTITUTION:	2+20+68	200	
HEAD	+3	-2 +2	STRENGTH:	2+7+1	58	+5+8
LEGS	+3	+4/ +6	DEXTERITY:	2+10	17	+1/3
			SPEED:	2+19	26	26/16

WHEN FOUND		MUTATIONS		
ROLL	ACTION	NAME	CHANCE	USABLE
1-18	GRAZING	Night Eyes	100%	C
19-20	DRINKING	Regeneration	100%	C

[illegible]

The bochigon is a terribly large beast. Almost a habitat for other [illegible] creatures with a single step.

[illegible] JORDANE [illegible]

[illegible] self by quite tangible means. A swift kick by a bochigon cult is [illegible]

1200.02 CORONDON

GENERAL SPECS

RESP: -8: -8: -8 MANIAC	TYPE: CARNIVORE
APPC: 3: 18: 16	LAIR: 85% CAVE
SURP: C 1-4 12-20 P	IN LAIR: 25%
ATK/CRITICAL BONUS: +8/+8	EXP: 500/10000/50000

CREATURE CHARACTERISTICS

CHR	SMALL ROLL:AVG	MEDIUM ROLL:AVG	LARGE ROLL:AVG
CON	2x50+250: 600	2x500+5000: 7100	2x5000+15000:50000
STRM	2x10+50: x12	2x20+40: x18	2x20+60: x20
STRC	2x3+20: x2	2x3+30: x3	2x5+30: x4
DEX	+0/0	+1/0	+2/0
ATM	-1	-1	-1

ARMOR = CRUDGE

LOCATION:	+DAM	SMALL	MEDIUM	LARGE
BODY	x1	x3 -2/ -5)	x5 -3 -7	x8 -5/-15
HEAD	x1/2	x2 +4 +3)	x3 +5 -1	x6 +7 -4)
ARMS	x1/2	x1 +3 x12)	x1 +2 +10	x2 +2 +8)
LEGS	x1/2	x2 +0 +3)	x3 -2 +8)	x5 -2 -3
TAIL	x1/2	x1 -2/ +2)	x2 -4/ +0	x4 -6 -2
WEAND	x0	x0 +15/+21)	x0 +15/+21)	x0 +15/+21)

ADVANTAGE

ADV	ACTION
-10	TRAILERS
11-13	MOUTH
14-17	TAIL & MOUTH
18-20	MUTATION

MUTATIONS

NAME	CHANCE SM	MD	LR	USABLE SM	MD	LR
Penet Bolt Minor	3	12	25	2	10	40

PENETRATION BOLT COMES FROM SMALL GLANDS LOCATED NEAR THE CORONDON'S MOUTH.

[illegible] boast a sharpness beyond the most finely honed steel. Their upright bodies are internally insulated by a thick layer of a cartilage [illegible]

JORUNE

[illegible] from dialectic region to region [illegible] tures give to ward off others of their kind [illegible] battle

1200.03 CRILL

GENERAL SPECS

RESP: -2
WRFC: 4
SURP: 0/0-5 16-20/P
ADV/CRITICAL BONUS: +0/+0

TYPE: CARNIVORE
LAIR: 100% MOUNTAIN CAVES
IN LAIR: 80% MOUNTAINS, 0% NOT
EXP: 15

ARMOR=HIDE LOC:	ARMOR TO HIT	CREATURE CHARACTERISTICS CHAR	ROLL	AVG	ADD
[illegible]	x1 +5 +8	CONSTITUTION:	1	4	
[illegible]	x1 +12 +16	STRENGTH:	2+14	21	x2+0
[illegible]	x1 +4/ +6)	DEXTERITY:	2+21	28	-2/5
		AIM:	2+24	31	-2/5
		FLYING SPEED:	2+35	42	42/28/14

ADVANTAGE ADV	ACTION	MUTATIONS NAME	CHANCE	USABLE
[illegible]-3	EVADE	Night Eyes	100%	C
4-6	FLY	Frost Bolt	100%	5
[illegible]-16	LAUNCH SHARDS			
[illegible]-20	FROST BOLT			

SHARDS INFLICT ARROW DAMAGE, ARMOR = 1/2. BOC-ROD IN TAIL ON A ROLL OF 6 ON A D6.

[illegible] mains undergo complex reactions resulting in a powerful ex[illegible]

[illegible] have such a fragment. Although these creatures are unable to use the boc rod in an offensive way, their are quite talented at [illegible] intertwine the flesh in their tails with the crystal in such a way that [illegible] flesh in the tail decays significantly (this takes a day or two at the [illegible]

1200.04 DAIJ

GENERAL SPECS

RESP: -4
WRFC: 20
SURP: 0/0-16 20/P
ADV/CRITICAL BONUS: +0/+0

TYPE: ENVIORE
LAIR: NONE
IN LAIR: 0%
EXP: 30

ARMOR=BONE/HIDE LOC:	ARMOR TO HIT	CREATURE CHARACTERISTICS CHAR	ROLL	AVG	ADD
BODY	x1 BONE	CONSTITUTION:	1	4	
	x1 HIDE	DEXTERITY	2+21	28	-2/5
	(+3/ +8)	SPEED:	2x6	42	42/28/14
		AIM:	2x5	35	-3

ADVANTAGE ADV	ACTION	MUTATIONS NAME	CHANCE	USABLE
1-6	FLY EVASIVELY	Inner Eye	100%	C
[illegible]-9	SWOOP IN	Detect Level	100%	C
10-11	BRAIN BLAST	Brain blast	100%	5
12	CAGE	Cage	100%	2
13-14	DRAIN	Drain	100%	20
15-17	SLEEP	Sleep	100%	40
18	WRAP AROUND	Create Warp	100%	3
19-20	ESCAPE IN WARP			

FLY EVASIVELY IS LIKE AN EVADE. IF HURT BADLY, THE DAIJ WILL CREATE A WARP AND ESCAPE. THEY DRAIN 50 VALUE POINTS AND.

[illegible] UNE energy day prefer to eat it outright. Shantha and Cajrare ex[illegible] cellent sources of energy.

[illegible] its ebb and flow. When a Caj attempts to launch a mutation at the [illegible]

Creatures which eat the meat of a daij receive the same visual [illegible]

[illegible] level 2 Cay. This smart usage of the dawth's power makes them es[illegible]

[illegible]

1200.05 DAWTH

GENERAL SPECS

RESP: -0	TYPE: CARNIVORE
WPFC: 17	LAIR: 100% LARGE PITS
SURP: C(1-10	IN LAIR: 5%
ADV/CRITICAL BONUS: +0/+0	EXP: 100

ARMOR=FUR

LOC:	4AR	TO HIT
HEAD	x4(	+4/+10)
BODY	x5(	-2/ -4)
ARMS	x4(	+2/ +8)
LEGS	x4(	+1/ +6)

CREATURE CHARACTERISTICS

CHAR	ROLL	AVG	ADC
CONSTITUTION:	2x5+90	125	
STRENGTH:	2x5+20	55	+5+1
DEXTERITY:	3x10	20	+0/4
SPEED:	2+24	21	32/20/10

ADVANTAGE

ADV.	ACTION
1-3	EVADE
4-5	DAWTH ROARS
6-7	FOG THICKENS
8-12	GRAB CREATURE
13-16	MAUL WITH PAWS
17-20	DRAIN

MUTATIONS

NAME	CHANCE	USABLE
FEELING	100%	C
DRAIN	100%	20
DAWTH CONTINUOUSLY GIVE OFF A THICK CLOUD OF IMPENETRABLE FOG. +10 TO HIT INNER EYE & VIEWERS CAN'T SEE THROUGH IT		

[illegible] eating. A gland located deep in the dawth's mouth excretes a [illegible] ing its hair and clothing. The dawth will finally eat its prey a day or [illegible]

The roar of dawth is common in dense, heavily vegetated re[illegible] each other for a few rounds after a dawth roar.

Dawth attack parties while totally camouflaged. A thick rolling fog [illegible] glimpse of a living dawth. The fog they give off is so thick that [illegible]

Treat the dawths attempt to grab as a 1st attack. They are not [illegible]

1200.06 DICHANDRA

GENERAL SPECS

RESP: +0	TYPE: CARNIVORE
WPFC: 0	LAIR: 100% IN WATER
SURP: C(1-16 18-20)P	IN LAIR: 0%
ADV/CRITICAL BONUS: +0/+0	EXP: 20

ARMOR=NONE

LOC:	4AR	TO HIT
BODY	x4	Use the
HEAD	x1	standard
ARMS	x1	tables
LEGS	x1	for Human creatures

CREATURE CHARACTERISTICS

CHAR	ROLL	AVG	ADC
CONSTITUTION:	2+9	16	
STRENGTH:	3x3	50	+3
DEXTERITY:	2+12	19	+0/4
AIM:	2+12	19	+0
SPEED:	2+5	12	12/8/4

ADVANTAGE

ADV.	ACTION
1-5	EVADE
6-9	DODGE
10-14	POINT SWING
15-19	BULK SWING
20	BRAIN BLAST

MUTATIONS

NAME	CHANCE	USABLE
Brain Blast	100%	C
THEIR FACE CONTAINS PARALYSIS FLUID. POINT SWING ACCOMPLISHED BY PINCHERS. BULK SWING BY MEANS OF DICHANDRA STONE		

[illegible] weapons. The common term for these growths is "Dichandra [illegible]

[illegible]

[illegible]

[illegible] chandra stones, instruments with the soft melodies of a su[illegible]

1200.07 DREGLAMON

GENERAL SPECS	
FEEDS: -4 MANIAC	TYPE: CARNIVORE
ARMOR: 3	LAIR: 100% IN ROCK
CAPP: [illegible]-16 19-20 P	IN LAIR: 100%
CRITICAL BONUS: +2 +0	EXP: 12P

ARMOR+HIDE/CAPP				CREATURE CHARACTERISTICS			
[illegible]	+AR	TC	HIT	CHAR	POOL	AVERAGE	ADC
+HC	1H	+4	+5	CONSTITUTION:	2x20+60	200	
+[illegible]	2H	+2	+5	STRENGTH:	2x6+50	100	x10
[illegible]	1H	+0	-5	DEXTERITY:	2+14	21	+0/4
[illegible]	2H	-3	-6	AIM:	2+14	21	+0

ADVANTAGE	
ADV	ACTION
3-9	WAVE HEAD
10-17	BITE
18-22	MUTATION

MUTATIONS		
NAME	CHANCE	USABLE
Pulse	100%	B
GO DOWN ONE ACTION POW FIRST FEW ROUNDS.		

[illegible]

[illegible] elder, dreglamon in an eruption of flesh which projects its young up to half a kilometer away. There they hatch from their heavily [illegible]

[illegible] don's unchangeable wild state. These creatures live in many ter[illegible]

[illegible]

The tumbernaw vine-bush is a large, rambling sort of vegetation [illegible]

[illegible]

1200.08 DURADON

GENERAL SPECS

MSIZ: +8: -1: -2	TYPE: CARNIVORE
WPFC: 1: 1: 1	LAIR: 100% TUMBERNAW TREE
INT: Cun-14 20%P	IN LAIR: 5%
LANG: CRITICAL BONUS: +0/+0	EXP: 75/200/600

CREATURE CHARACTERISTICS

CHR	SMALL ROLL:AVG	MEDIUM ROLL:AVG	LARGE ROLL:AVG
CON:	2x5+40: 75	2x7+151: 200	2x30+400: 610
STR:	2x5+15: x5	2x5+25: x6	2x5+25: x6
STRC:	2x2+16: x3	2x3+20: x4	2x3+20: x4
DEX:	+0/2	+0/2	+0/1
AIM:	-6	-6	-6

ARMOR = HIDE

LOCATION:	xDAM	SMALL	MEDIUM	LARGE
HEAD	x1	x1(-2/ -3)	x2(-3/ -5)	x3(-4/ -7)
CHEST	x2	x1(+6/ +8)	x1(+3/ +5)	x2(+0/ +1)
ARMS	x1/2	x1(+9/+15)	x1(+7/+13)	x1(+6/+12)
LEGS	x1/2	x1(+7/+11)	x1(+4/ +7)	x1(+2/ +6)
WING	x1/2	x1(+9/+15)	x1(+7/+13)	x1(+7/+13)
WINGS	x1/2	x1(+3/ -4)	x1(+0/ -6)	x1(-1/ -9)

ADVANTAGE

ROLL	ACTION
1-4	EVASIVE FLYING
5-7	FLY AWAY
8-10	LANG
11-13	GRAB
14-15	CLAW
16-17	BITE
18	CLAW & BITE
19-20	MUTATION

MUTATIONS

NAME	CHANCE SM	CHANCE MD	CHANCE LR	USABLE SM	USABLE MD	USABLE LR
Lightning Strike	100	100	100	2	4	10

THESE ADVANTAGE ROLLS ARE FOR DECISIONS MORE THAN ADVANTAGE. ROLL FOR A NEW DURADON DECISION EACH TIME THE CREATURE COMPLETES AN OBJECTIVE. AS SOON AS A CREATURE IS SUCCESSFULLY GRABBED, THE DURADON WILL FLY AWAY.

Duradon are large relatives of the domesticated talmaron species. This variant is much stronger and heavier, capable of lifting nearly one thousand pounds. The major difference between this creature and the talmaron other than strength is the duradon's incapability to be domesticated. These creatures live in many terrains, making their homes in the lower layers of the "tumbernaw" vine-bush.

The duradon's large claws have great clasping capability. These creatures often swoop down and grab their prey, dropping them on nearby rocks in order to tenderize the meat for their young. This tendency of creatures to "fall to their deaths" has inspired many to carry gliders (see section 3440.06) for just this reason.

The tumbernaw vine-bush is a large, rambling sort of vegetation which supports powerful branches in all directions. Pocketed somewhere in the dense growth of these plants are the resting grounds of these carnivorous beasts. Although they maneuver poorly in the cramped quarters of their homes, their ferocity in protecting their young makes up for any lack of mobility. Duradon are truely fierce and will take on any creature which invades its home.

Unlike the dull, pasty color of talmaron eggs, those of duradon are bright spectacles: decorated by nature with all the lush hues of the rainbow. Boiled, these eggs are a delicacy to many races, in particular Brooth. Even after the egg is eaten, its thick, almost rubbery shell is saved as an ornament.

1200.09 FARG

GENERAL SPECS

MSIZ: D2	LEVEL BONUS: +0/+0
WPFC: 6	ADV/CRITICAL BONUS: +0/+0
INT : Semi-Intelligent	EXPERIENCE POINTS : 150
LANG: +FG & SKET	BONUS: 5xL

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	D100+300	350	-3/-6	STR:	2D20+60	80	+8/+0
DEX:	2+5	12	+2/-1	AIM:	2+12	19	+0
REC:	2+20	27	Co	SPD:	2+12	19	20/12/6
				STA:	2D20+60	80	80

ARMOR

BASIC = FUR

HEAD =	x2
BODY =	x3
WINGS =	--
ARMS =	x2
LEGS =	x2

MUTATIONS

NAME	LEVEL	CHANCE	USABLE
Stiff	0	100%	2xL

[illegible] stantly in search of food. This creature is not at all selective in its [illegible]

[illegible]

[illegible]

1200.10 GREY MANDARE

GENERAL SPECS

RESP: -0: -0: -0	TYPE: CARNIVORE
WPFC: 10: 10: 10	LAIR: NONE
SURP: C(1-5 11-20)P	IN LAIR: -
ADV/CRITICAL BONUS: +0 +0	EXP: 250 ,000/4000

CREATURE CHARACTERISTICS

CHR	SMALL ROLL:AVG	MEDIUM ROLL:AVG	LARGE ROLL:AVG
CON :	2+30+40: 250	2x7+151: 3000	2x5000:35000
STRM:	2x3+20: x4	2x5+25: x10	2x5+25: x25
DEX :	-2/4	-1/3	-1 3
SPED:	26	30	36
REC :	C	A	A+

ARMOR = CRUDGE

LOCATION:	xDAM	SMALL	MEDIUM	LARGE
BODY	x1	x2(-6 -6)	x5 -9 -10	x8 -12(-14
MOUTH	x1 4	x2(+8 +5)	x2 -1 +3)	x4(-2/ +8)
NECK	x1/4	x1 -2 +8)	x2(-3 +5)	x4(-4 +3

ADVANTAGE

ADV.	ACTION
1-3	MOVE
4	ROAR
5-9	REAR HEAD
10-19	BITE
20	POWER WINE

MUTATIONS

NAME	CHANCE SM	MC	LR	USABLE + SM	MC	LR
Inner Eye	100	100	100	C	C	C
Power wine	10	20	75	1	1	1

IF POWER WINE IS USED, OTHER CREATURES WILL LOSE 1/2 OF USAGES & VALUE POINTS.

[illegible] JORUNE. [illegible] as a wave over water.

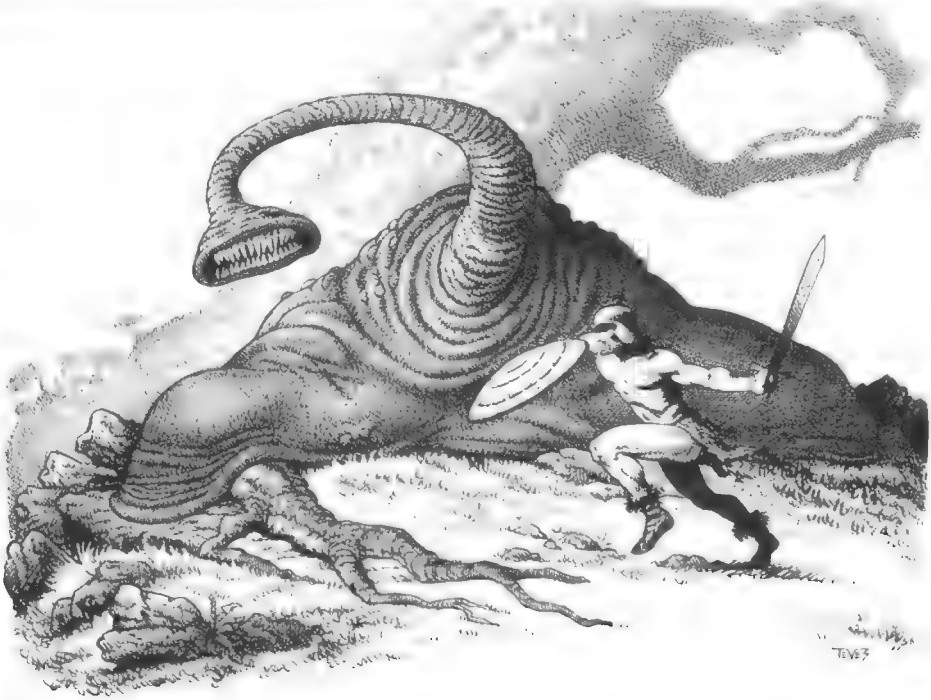
The Recovery of these creatures ranges from "C" to "A+" mean[illegible] rounding area in a massive power wine assault which halves all [illegible]

[illegible] nant influence of the mandare roar. Imitations of this sound are common amongst the children of many races.

[illegible] the remains down to a pulp state.

[illegible]

Mandare [illegible] have no fear of any sort, they often stay in the same area for a time [illegible] distance from one another. It is a most marvelous spectacle to [illegible]



MANDARE

1208.11 HARNS

GENERAL SPECS

RESP: -4	TYPE: ARMOURE
UPEC: 0	LAIR: [illegible]OVERED SAND PITS
SURP: C 1-15 20-P	IN LAIR: 95%
ADV/CRITICAL BONUS: +8/+8	EXP: 10

ARMOR=HIDE		CREATURE CHARACTERISTICS			
LOC:	+ARMOR HIT	CHAR	ROLL	MOD	ADJ
BODY	x1 +8/ -1)	CONSTITUTION:	1*1	4	
HEAD	x1 +10 +15)	DEXTERITY	2*21	28	-2 5
LEGS	x1) +7/+10)	SPEED:	2*21	28	28 16.9
		AIM:	2*12	15	+8

ADVANTAGE		MUTATIONS		
ADV	ACTION	NAME	CHANCE	USABLE
1-5	EVADE	[illegible] EXP	100%	[illegible]
6-7	DODGE			
8-9	LEAP INTO SAND	HARNS WILL NEVER FALL DURING AN EVADE.		
10-12	CROUL SAND	SAND CHARGE IS 10X STRENGTH MULTIPLIER		
13-20	SAND ICONSTR	THREE ATTACKS BEFORE RE-LOAD OF SAND.		

Harns are a form of desert life well adapted to their environments. [illegible] These creatures live in tunnels beneath the sand. A thick, pasty substance which their necks excrete acts to bind sand into a soft [illegible]

[illegible] dunes, and beware. The arms of this creature are quite fragile [illegible]

[illegible] JORUNE ISH [illegible]

[illegible] cance, but is a bit frightening. Creatures are often taked out into [illegible] else.

1200.12 LIZOGOTH

GENERAL SPECS

RESP: -2: -3: -4	TYPE: CARNIVORE
WPFC: 0: 0: 0	LAIR: 15' CAVE OR PIT
SURP: 5/1-4 16-20=P	IN LAIR: 5.
ADV/CRITICAL BONUS: +0/+0	EXP: 100.200.300

CREATURE CHARACTERISTICS

CHR	SMALL ROLL:AVG	MEDIUM ROLL:AVG	LARGE ROLL:AVG
CON :	2x10+20: 90	2x10+330: 400	2x100+1000: 1200
STRM:	2x10+2x: x9	2x10+50: x12	2x10+50: x12
STRC:	2x6: x4	2x6+30: x7	2x7+50: x10
DEX :	+0/3	+1/2	+2/1
AIM :	-1	-1	-1

ARMOR = HIDE

LOCATION: *DAM	SMALL	MEDIUM	LARGE
BODY x1	x1: -3 -5	x2 -5 -8	x3: -7 -12)
HEAD x2	x1 +4 +3	x1 +3 +8	x2(+3/ -3)
TAIL x1/2	x1: +2 +9.	x1: +1 +7	x2(-2/ +3)

ADVANTAGE

ADV.	ATTACK
.1-6	BITE
7-11	CLAWS
.3-16	TEETH
17-18	CLAWS & TEETH
.9-1P	MUTATION

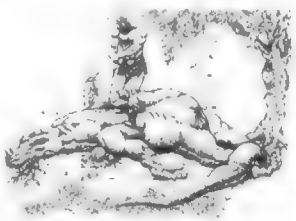
MUTATIONS

NAME	CHANCE SM	MC	LR	USABLE SM	MC	LR
Body Freeze	50	50	50	1	10	40

*5 ADV. FIRST FEW ROUNDS
BODY FREEZE USED IN TOTALLY RANDOM LIMBS AND COMES FROM THE FOREHEAD.

A [illegible] prey to this sticky dribble.

[illegible] whereabouts of such pods. Thombos traveling over a losht pod will destroy them. The yellow endosperm will fly out all over re- [illegible] losht pods are difficult to spot.



[illegible] JORUNE [illegible] spend much time basking in the sun, resting much of the day. [illegible]

[illegible] JORUNE

1200.14 MOWLS

GENERAL SPECS

RESP: -3	TYPE: CARNIVORE
WPFC: 0	LAIR: 100% SELF DUG TUNNEL
SURP: [illegible]-15 19-20=P	IN LAIR: 100%
ADV/CRITICAL BONUS: +5/+0	EXP: 100

ARMOR=CARP LOC:	*ARMOR TO HIT
HEAD	x1 +5 +7.
BODY	x1: -4/ -5.
ARMS	x1/ +3/ +6)

CREATURE CHARACTERISTICS

CHAR	ROLL	AVG	ADC
CONSTITUTION:	2x10+130	200	
STRENGTH MTN:	2x5+15	50	x5+0
STRENGTH HND:	2x5	35	x3+1
DEXTERITY:	3x10	20	+0/4
AIM:	2x20	37	-3
SPEED:	2x20	27	28x10 9

ADVANTAGE ACTION	MUTATIONS NAME	CHANCE	USABLE
EVADE	STUFF	100%	20
4 GRAB WITH ARMS			
5 BITE	+10 TO ADVANTAGE FIRST FEW ROUNDS.		
6 MUTATION			

[illegible] ronment. When they sense a creature above their lairs, mouth [illegible]

1200.1E NARPIS

GENERAL SPECS

RESP: +6 TYPE: CARNIVORE
WPFC: 19 LAIR: NONE
SURP: CC(1-2 5-20)P IN LAIR: -
ADV/CRITICAL BONUS: +0/+0 EXP: 300

ARMOR=CRUDGE LOC: HAR TO HIT				CREATURE CHARACTERISTICS CHAR	FULL	+/6	ADD
BODY	+4	-3	-5	CONSTITUTION:	2x10+20	150	
ARMS	+1	+2	+4	STRINGTHS:	3x6	50	+1
				AIM:	2x6	12	+1
				SPEED:	1p1.	1	1/1/1

ADV.	ADVANTAGE ACTION	MUTATIONS NAME	CHANCE	USABLE
1-2	MOVE	INVERTEE	80%	[illegible]
3-4	STOP	TRACER	[illegible]	[illegible]
5-6	TURN	CREATE WARP	100%	20
7-8	TEAR UP GROUND			
9-12	GRINDING TENTACLES	[illegible]		
13-16	LAUNCH CRATER			
17-20	LAUNCH WARPS			

found on JORUNE. Looking almost like plant life, narpis travel slowly, covering perhaps a few miles each day. They provide [illegible] rowing creatures, however, the narpis is known for a totally di[illegible]

These creatures launch roving warps randomly, and in all [illegible]

[illegible]

Food that the narpis eats is digested, and stored in the upper [illegible]

The body of the narpis contains a hard crystalline core which is [illegible] previously. Thus, after draining the core of a narpis, a Ca, with 50 [illegible] each day. It should be pointed out that the killing of a narpis may [illegible] creatures total hit points will surely cause such a disaster.

[illegible]

[illegible] ter than to kill a narpis, especially one marked by weaves of thor[illegible] ror leaves (indicating the narpis is under the protection of a [illegible]

1200.16 PIBBER

GENERAL SPECS

RESP: +4	TYPE: HERBIVORE
WPFC: D20	LAIR: 25% HOLE IN GROUND
SURP: C 1-12 15-20:P	IN LAIR: 25%
ADV/CRITICAL BONUS: +0/+5	EXP: 1

ARMOR = HIDE

LOC: AR TO HIT

HEAD: x1 +10 +15	
BOD: x1/ +8 +10	
LEGS: x1 +12/+15	

CREATURE CHARACTERISTICS

CHAR	ROLL	AVERAGE	ADC
CONSTITUTION:	02+1	2	
DEXTERITY:	2+30	37	-3/6
AIM:	2+30	37	-3
SPEED:	2+24	31	32/20/10

ADVANTAGE

ADV	ACTION
1-6	EVADE
7-8	DODGE ATTEMPT
9-12	BE SILENT
13-19	THISTING
20	BUBBLE

MUTATIONS

NAME	CHANCE	USABLE
Bubble	100%	10
Detect Live	100%	C
Feeling	100%	C
Night Eyes	100%	C
Spider Grip	100%	C

[illegible]

[illegible]

changers. The "thisting" of pibber is a wonderous harmonic [illegible]

[illegible]

languages is a compensating factor. Although these language [illegible]

[illegible]

1200.17 PROWDER GRASS

This is a rare type of short, lightly brown colored grass that emits a [illegible]

[illegible]

1200.18 SCRADE

GENERAL SPECS

RESP: -4 MANIAC	TYPE: CARNIVORE
WPFC: 0	LAIR: 100% IN GROUND
SURP: C 1-16 19-20:P	IN LAIR: 100%
ADV/CRITICAL BONUS: +5/+0	EXP: 20

ARMOR = CARP

LOC: +AR TO HIT

HEAD: x1/ +9/+12/	
BOD: x1 +0/ +8/	
ARMS: x1 +4/ +8/	
LEGS: x1/ +3/ +6/	

CREATURE CHARACTERISTICS

CHAR	ROLL	AVERAGE	ADC
CONSTITUTION:	2+6	13	
STRENGTH:	2+14	21	x2
DEXTERITY:	2+20	27	-1/4
SPEED:	2+18	25	26 16 E

ADVANTAGE

ADV	ACTION
1-3	JUMP BACK
4-8	JUMP AROUND
9-20	ATTACK

MUTATIONS

NAME	CHANCE	USABLE
Night Eyes	100%	C
FIRST ATTACK THE SCRADE IS +10 TO ADV		

[illegible]

This hunched creature is armored by a heavily crusted exo [illegible] makes them easy to hit in hand-to-hand combat (creatures [illegible]

[illegible]

[illegible]

1200.19 SCRAGGER

GENERAL SPECS

RESP: -1 MANIAC	TYPE: CARNIVORE
WPFC: 0	LAIR: 100% WALL POCKETS
SURP: C:1-12 15-20:P	IN LAIR: 80%
ADV/CRITICAL BONUS: +0/+0	EXP: 2

ARMOR=CRUDE

LOC:	WAR TO HIT
BODY	x1(+10/+10)
Thus creature is too small to care about other locations.	

CREATURE CHARACTERISTICS

CHAR	ROLL	AVG	ADC
CONSTITUTION:	1pt.	1pt.	
STRENGTH:	1+6	10	x1
DEXTERITY:	2+21	28	-2/5
SPEED:	2+30	37	38/24/+2

ADVANTAGE

ADV	ACTION
1-6	EVADE
7-14	RUN
15-20	LEAP FOR BITE

MUTATIONS

NAME	CHANCE	USABLE
Night Eyes	100%	C
THE ACTIONS LISTED ARE VERY APPROXIMATE.		

[illegible] JORUNE'S [illegible]

S[illegible] verted position. These creatures need a good run for a successful attack. Racing down a tunnel scragger choose a target, dash [illegible] ing such a drop attack. After this the creatures are normal to [illegible]

[illegible] dreams of JORUNE'S youth. Many races consider it sport to [illegible] to be a constant reminder of the ferocity native JORUNE [illegible]

1200.20 SLARCHA

GENERAL SPECS

RESP: +0	TYPE: CARNIVORE
WPFC: [illegible]	LAIR: NONE
SURP: C:1-10 16-20:P	IN LAIR: -
ADV/CRITICAL BONUS: +5/+0	EXP: 30

ARMOR=FUR

LOC:	WAR TO HIT	
HEAD	x1	Use the
BODY	x1	standard
ARMS	x1	tables
LEGS	x1	for Human creatures

CREATURE CHARACTERISTICS

CHAR	ROLL	AVG	ADC
CONSTITUTION:	2+5	35	
STRENGTH:	2+4	28	x2+2
DEXTERITY:	2+14	21	+0/+4
AIM:	2+12	19	+0
SPEED:	2+14	21	22/14/+7

ADVANTAGE

ADV	ACTION
1-3	EVADE
4-8	DODGE
9-17	USE:D2 ARMS
18-20	USE:D4 ARMS

MUTATIONS

NAME	CHANCE	USABLE
Night Eyes	100%	C
Feeling	100%	C
AFTER HIT ONCE, SLARCHA ARE -3 TO HIT		

The slarcha is a man related creature stripped of its highest order [illegible]

[illegible] ponents. For this reason, creatures fighting slarcha often aim their [illegible] swing or shot. A frenzy occures on a roll of 5 to 8 on D6 and is only rolled each time a slarcha is injured.

The brain of the slarcha is Human sized, but the intellectua [illegible]

[illegible] ened remains of this tubular network as a sort of good luck [illegible]

[illegible]

The male of the species is larger and less mobile. These creatures [illegible]

[illegible]

sponse rarely provoked.

1200.22 THOMBO

GENERAL SPECS

RESP: +2	TYPE: HERBIVORE
WPFC: 0	LAIR: NONE
SURP: C 1-2 5-20 P	IN LAIR: -
ADV/CRITICAL BONUS: +0/+0	EXP: 0

ARMOR=HIDE

LOC:	+AR	TI	+HT
BODY	x3	-5/	+0
HEAD	x1	+2	+5
NECK	x1	+2/	+4
LEGS	x1	+0/	-1

CREATURE CHARACTERISTICS

CHAR		ROLL	AVG	ADD
CONSTITUTION:	3x30		37	
STRENGTH.	2x5		35	+5+1
DEXTERITY:	2x12		19	+0 4
SPEED.	2x23		38	30 20 10

WHEN FOUND

ROLL	ACTION
-19	GRAZING
20-28	DRINKING

MUTATIONS

NAME	CHANCE	USABLE
Night Eyes	100%	C
Regeneration	100%	C

1200.25 VINTCH

Vintch are a huge native cabbage-type vegetation. This plant ex[illegible]

[illegible]

Vintch can be found anywhere. They store water in their large [illegible]

well as forests. Almost in a universal code, creatures rarely attack [illegible]

[illegible] DORONE

[illegible]

1200.22 TALMARON

GENERAL SPECS

RESP: +3	TYPE: [illegible]
WPFC: 0	LAIR: [illegible] TREE
SURP: C 1-8 15-20.F	IN LAIR: S[illegible]
ADV/CRITICAL BONUS: +0 +0	EXP: [illegible]

ARMOR=HIDE

LOC:	AR	TO HIT
BODY	x1	-2/-3
HEAD	x3	+6/+8
WINGS	x1	+3/-4
LEGS	x1	+7/+11
TAIL	x1	+9 +15

CREATURE CHARACTERISTICS

CHAR	ROLL	AVG	ADJ
CONSTITUTION:	3x30	3[illegible]	
STRENGTH:	2x2	14	x1+1
DEXTERITY:	2x20	2[illegible]	-[illegible]
FLYING SPEED:	2x20	33	[illegible]
CLIMBING SPEED:	1x5	9	10/6/3

WHEN FOUND

ROLL	ACTION
1-18	GRAZING
19-20	FLYING
15-20	LAIRING
19-20	CLIMBING

MUTATIONS

NAME	CHANCE	USABLE
NIGHT EYES	100%	[illegible]
SWINGING SPEED FOR FLIGHT IS DIFFICULT		
LEVITATION EFFECTS THEM IF THEY [illegible]		

1200.21 SLUTCH

GENERAL SPECS

RESP: +0	TYPE: CARNIVORE
WPFC: [illegible]	LAIR: NONE
SURP: [illegible] 15-20 F	IN LAIR: NONE
ADV/CRITICAL BONUS: +0 +0	EXP: [illegible]

ARMOR=CARP

LOC:	AR	TO HIT
HEAD	x0	+3/+5
BODY	x1	-5/-6
ARMS	x0	+2/+3

CREATURE CHARACTERISTICS

CHAR	ROLL	AVG	ADJ
CONSTITUTION:	2x5+50	6[illegible]	
STRENGTH:	2x6+18	3[illegible]	[illegible]
DEXTERITY:	2x10	1[illegible]	[illegible]
SPEED:	2	[illegible]	[illegible]

ADVANTAGE

ADV	ACTION
1-3	SWINGS ARMS
4-5	POWER JAB

MUTATIONS

NAME	CHANCE	USABLE
NIGHT EYES	20%	[illegible]
POWER JAB	20%	[illegible]

The slutch is a carapaced creature with a soft-textured body. Slutch shells are treasured for their reflective properties. Although not inherently violent slutch are quite capable of attacking. Their long arms are armed with claws of [illegible] pressurized bags which squirt the [illegible] of defenders. Treat this as a point attack, dividing [illegible]

1200.23 TARRO

GENERAL SPECS

RESP: +0	TYPE: OMNIVORE
APPE: 8	LAIR: LIVES IN TREES
SURP: C 1-10 12-20/P	IN LAIR: -
ADV/CRITICAL BONUS: +0/+0	EXP: 5

ADVANTAGE

ADV	ACTION
1-6	EVADE
7-10	SCREETCH
11-13	GRAB SOMETHING
14-16	BITE
18-20	MUTATION

MUTATIONS

NAME	CHANCE	USABLE
SLIME	50%	10

ARMOR=FUR

LOC:	*AP TC HIT
HEAD	x1: +9/+12/
BODY	x1(+2/ +4)
ARMS	-/-
HANDS	x1(+6/ +7)
LEGS	x1 +7 +6)

CREATURE CHARACTERISTICS

CHAR	ROLL	AVERAGE	ADC
CONSTITUTION:	1	4	
STRENGTH:	2	7	x1-1
DEXTERITY:	3+35	45	-5/8
ARM:	2+12	19	+0
SPEED:	2+20	27	28-18/9

[illegible] to intruders, often scurrying about in a frenzy. They attack with [illegible]

[illegible]

1200.26 VODRA

GENERAL SPECS

RESP: -3: -2: -1	TYPE: CARNIVORE
WPFC: 15: 10: 5	LAIR: 0%
SURP: 1-3 16-20 P	IN LAIR: 0%
ADV/CRITICAL BONUS: +0/+0	EXP: 50/200 1000

CREATURE CHARACTERISTICS

CHR	SMALL ROLL:AVG	MEDIUM ROLL:AVG	LARGE ROLL:AVG
CON :	2x6+20: 60	2x10+150: 200	2x60+600: 1800
STRM:	2x11+20: x10	2x10+50: x12	2x10+50: x12
STRT:	2x3: x2	2x3+30: x5	2x6+40: x9
DEX :	+2/-4	-1/-4	-2/-4
AIM :	-2	-2	-2

ARMOR = CARAPACE

LOCATION:	%DAM	SMALL	MEDIUM	LARGE
BODY	x1	x1 +0 -1	x3 -1 -4	x4 -2 -7
TENTICLES	x1/2	x0 +6 +12	x1 +4 +8	x2 +2 +4
GLAND	-1-	x0 +14 +15	x1 +12 +13	x2 +10 +11

ADVANTAGE

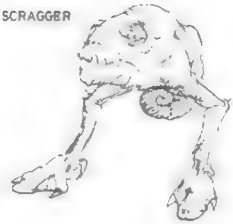
ADV	ACTION
1-6	NOTHING
7-10	MOVE
11-14	SWING TENTICLE
15-18	TENTICLES
19&P	MUTATION

MUTATIONS

NAME	CHANCE SM	MD	LG	USABLE SM	MD	LR
Lightning Blast	10	60	20	5	15	30
Reset Bolt Minor	25	50	100	1	2	5

VODRA HAVE CRYSTALS OF A RANDOM NATURE INSIDE OF THEIR BODIES.

SCRAGGER



the back of this creatures primitive stomache is a tightly clasped

vodras underside

the back of this creatures primitive stomache is a tightly clasped

1200.27 WEACH

GENERAL SPECS

RESP: -2 MANIAC	TYPE: CARNIVORE
WPFC: 0	LAIR: 100% TREES OR CAVES
SURP: C:1-8 17-20/P	IN LAIR: 30%
ADV/CRITICAL BONUS: +0/+0	EXP: 1

ARMOR=CRUDGE	CREATURE CHARACTERISTICS			
LOC: *AR TO HIT	CHAR	POLL	AVG	ADC
BODY x1 +8/+13	CONSTITUTION:	1pt.	1pt.	
This creature is too	DEXTERITY	2*12	19	+0 0
small to care about	SPEED:	2*21	28	28 16 9
other locations.				

ADVANTAGE		MUTATIONS		
ADV	ACTION	*AME	CHANCE	USABLE
1-6	FLY AROUND	Inner Eye	100%	C
7-14	FLY EVADE			
15-20	MAKE ADV ATTACK	STINGS INFLICT D3 HPTS & 1d-5TH DAMAGE.		

[illegible] then bulbs of flesh with wings and a stinger. Weaches live off of [illegible] JORUNE [illegible]

[illegible] acid which penetrates any armor with a acid rating of 40 or lower [illegible]

[illegible] stumble a great deal after suffering damage in weach attacks. The chance of falling during a combat Evade increases by 3 points for a few days. Thus, a creature who normally needed to roll a 16 through 20 to fall would now need only a 13 to 20.

[illegible] organized as a group they usually attack simultaneously and [illegible]

1200.20 WHITE MANDARE

GENERAL SPECS

RESP: +0: +0: +0	TYPE: CARNIVORE
UPRC: 15: 15: 15	LAIR: NONE
SURP: C 0-5 11-20 P	IN LAIR: -
ADV/CRITICAL BONUS: +0/+0	EXP: 300/1500/6000

CREATURE CHARACTERISTICS

CHR	SMALL ROLL:AVG	MEDIUM ROLL:AVG	LARGE ROLL:AVG
CON :	2x300+90: 300	2x300+1400: 3500	2x6000:42000
DEX :	-2: 4	-1: 3	-1 3
AIM :	+5	+4	+5
SPED:	30	36	42
REC :	C	A	A+

ARMOR = NONE

LOCATION:	%DAM	SMALL	MEDIUM	LARGE
BODY	x1	x1 -6 -8	x1 -9 -10)	x1:-12/-14
MOUTH	x1/4	x1 +0/ +5)	x1 -1/ +3)	x1 -2 +0
NECK	x1/4	x1: -2/ +8)	x1: -3/ +5	x1: -4 +3)

ADVANTAGE

ADV	ACTION
1-3	MOVE
4	BRAIN BLAST
5	CAST ENERGY
6	DRAIN
7	FROST BOLT
8	LIGHT FREEZE
9	LIGHT STRIKE
10	LIGHT BLAST
11	QUANTUM
12-13	STIFF
14	POWER VINE
15-16	FEAR HEAD
17-18	FEAR
19-20	SCAN ROUND

MUTATIONS

NAME	CHANCE SM	CHANCE MC	CHANCE LR	USABLE SM	USABLE MC	USABLE LR
Inner Eye	100	50	100	C	C	C
Brain Blast	20	50	100	5	10	20
Cast Energy	20	50	100	5	10	20
Drain	20	50	100	5	10	30
Frost Bolt	20	50	100	5	10	20
Lightning Freeze	20	50	100	2	4	6
Lightning Strike	20	50	100	2	5	8
Lightning Blast	20	50	100	2	5	10
Quantum	20	50	100	5	10	20
Stiff	20	50	100	5	10	20
Power Vine	20	50	100	1	1	1

IF POWER VINE IS USED, OTHER CREATURES WILL LOSE 1/2 OF USAGES & VALUE POINTS.

[illegible] teeth. The white mandare is capable of attacking creatures from [illegible] constrict food to a mush. This creatures white body color blends [illegible]

[illegible] these [illegible] teeth. The white mandare is capable of attacking creatures from [illegible]

[illegible] Large pits carved in the ice or tundra mark the perimeter of the [illegible]

[illegible] OR [illegible]

Mandare meat is favored by few creatures. It is said to have thera [illegible]

1210 **LAIR**
1220 **SURP**
1230 **ARMOR**
1240 **LAIR**
1250 **WHEN FOUND**
1260 **MUTATIONS**

1210 LAIR

The lair description is a percentage chance of the creature

1220 SURPRISE

220 is used

1230 ARMOR

thickness of the armor is listed for each size and body location

1240 WHEN FOUND

1250 MUTATIONS

creature of having a mutation. USAB_E is the number of times a day the creature can use a mutation

2000 MUTATIONS

2100 **INTRODUCTION TO MUTATIONS**
2200 **TERMINOLOGY**
2300 **USING MUTATIONS**
2400 **DESCRIPTIONS OF MUTATIONS**

2100 INTRODUCTION TO MUTATIONS

JORUNE

skills. Although it takes many years of effort to master even the simplest mutation it is conceivable for a Cai to excel at hundreds of manipulations in a lifetime. In other races, mutational abilities

they be developed to a further extent

JORUNE

tion in species. Creatures are able to store some of this ambient

a daily basis

JORUNE creatures most of their progression is through effort

JORUNE

referred to as a Tia (pronounced t lie), commonly referred to as

2200 MUTATION TERMINOLOGY

2210 **COST**	(C)
2220 **VALUE**	(V)
2230 **PREPARATION**	(P)
2240 **DURATION**	(D)
2250 **RANGE**	(R)
2260 **MAXIMUM USAGES**	(M)
2270 **TYPE**	(T)

2210 COST

Upon reaching a new Level only a few of the abilities Cai prac

number of points to spend on mutations each time this happens. Each mutation is described as having a cost associated with it

1 TABLE) Upon reaching first Level (Tiai 1) Cai will not have

couldn't be mastered at Level 0) At Level 2 and beyond any mutation lower than or equal to the Cai's Level is a permitted choice

will be incapable of learning for many years. These points can be

mutation with a cost of 5. She may only be taken when the player is creating a Cai character

2220 VALUE

Value Points indicate the amount of free energy that a Caji's body [illegible] If a mutation required 5 value points per usage, a Caji with 35 [illegible]

[illegible] serious an action to awaken a sleeping Caji as to steal energy cells from a Humans blaster.

[illegible]

2230 PREPARATION

[illegible] **and** use a mutation. The notation "R" indicates rounds. If a "[illegible]" is listed for the preparation of a mutation, then no preparation is required: the mutation operates as soon as the Caji wishes.

2240 DURATION

[illegible] Mutations with a duration of "-" have no Duration associated with [illegible] rounds, "R" (minutes), "M" (hours), "H", or "D" (day). These abbre- [illegible]

[illegible] the Caji and the Effective Level of the defender. A mutation of [illegible] Level) minutes. For example, 5 usages of a mutation with a Dura- [illegible] tract on results in zero or a negative number (5 usages against a Level 6 creature), the mutation has no effect.

2250 Range

This column specifies the maximum range at which a mutation [illegible]

2260 MAXIMIMUM USAGES

[illegible] cause the maximum usage column and the F (form) column are [illegible] Caji. A "-" indicates no maximum associated with the mutation [illegible]

[illegible] requires 1 and only 1 usage of 4 value points to be used. No more than 1 usage of spectral stun can be used at any time by a Caji.

A listing of "*" indicates that there is no restriction to the number of [illegible]

[illegible] simultaneous usage for a given round. In cases such as this, the maximum number of usages per round allowable is the same as [illegible]

2270 TYPES

2271 **Physical**
2272 **Mental**
2273 **Orb**
2274 **Bolt**

2271 Physical

[illegible] able.

2272 Orb

[illegible]

2273 Bolt

[illegible]

2274 Mental

[illegible]

2300 USING MUTATIONS

2310 PREPARING AND USING MUTATIONS

2310 PREPARING AND USING MUTATIONS

[illegible]

2320 USAGE OF VALUE POINTS

[illegible] used unless the Cay has a sufficient quantity of value points. Cay [illegible]

Usage column, abbreviated M, will indicate the maximum num [illegible]

2330 MULTIPLE MUTATION USAGE

In some cases, a Cay can use more than one mutation at a time [illegible]

T2350 MUTLIPLE MUTATION USAGE

THE FOLLOWING MUTATIONS CAN BE USED IN COMBINATION WITH ANY OTHER MUTATIONS.

2405.07 LIFE FORCE	2407.06 QUICK MIND
2406.01 BODY SHIELD	2405.04 LEVITATE
2407.08 SPECTRE	2409.03 MASS LEVITATE

2340 USING MUTATIONS UNDERWATER

[illegible]

T2340.00 MUTATIONS BEING USED UNDERWATER

MUTATION	RESULT
ACID SPRAY	NO EFFECT
BODY SHIELD	NO EFFECT
BUBBLE	NO EFFECT
CAGE	NO EFFECT
CAST ENERGY	1/2 DAMAGE
DEFLECTOR	NO EFFECT
FIELD	NO EFFECT
FIRE TOUCH	1/2 DAMAGE
FORCE	1/2 DAMAGE
LIGHTNING FREEZE	NO EFFECT
LIGHTNING STRIKE	NO EFFECT
POWER ORB	1/2 DAMAGE
SPECTRE	NO EFFECT
SPINNER	NO EFFECT
SPRAY	NO EFFECT

2400 MUTATION LISTINGS

[illegible]

T2400 ALPHA A

SECT	NAME:	C	V	P	D	R	MP	EFFECT
1.01	ACID SPRAY	30	0	1R	-	2	.F	[illegible]
4.01	ALTERED PROPTN	15	15	1R	5R	*	LM	[illegible]

T2400 ALPHA B

SECT	NAME:	C	.	P	D	R	MP	EFFECT
4.02	BODY FREEZE	6	5	1R	.5R	100	*0	
6.01	BODY SHIELD	10	50	2R	1N	-	.M	100 PROT
8.0.	BRAIN BLAST	30	20	1R	.5R	30	LM	[illegible]
7.01	BUBBLE	15	30	1R	1m	50	*0	20A FIE[illegible]

T2400 ALPHA C

SECT	NAME:	C	V	P	D	R	MF	EFFECT
9.01	CAGE	20	50	1R	*	30	LO	300 FIELD
5.01	CAST ENERGY	7	10	1R	-	75	*C	20 HEAT
3.01	CHARM CREATURE	5	40	1R	TC	20	LM	
9.02	CONSTRICTOR	25	15	1R	2R	30	LO	15 BLW&BDG
16.01	CRATER	20	5*	1R	-	50	1C	50,30,10
5.02	CRAZE	7	1R	1R	UDR	100	LO	
16.01	CREATE WARP	5*	400	1R	100	5	*C	

T2400 ALPHA D

SECT	NAME:	C	V	P	D	R	MF	EFFECT
7.02	DARKNESS	10	2*	1R	UDR	100	LO	
3.02	DEFLECTOR	6	20	1R	UR	1R	LO	
2.01	DETECT LEVEL	3	1	1R	-	2R	1M	
1.02	DETECT LIE	1*	8	-	*	-	*M	
1.03	DETECT MUTANTS	2*	1	1R	-	2R	LM	
3.03	DRAIN	5	10	1R	-	40	LM	REDC 2
1.04	DWARF	3*	8	-	*	-	-P	

T2400 ALPHA F

SECT	NAME:	C	V	P	D	R	MF	EFFECT
6.03	FEAR	5	10	1R	UDR	100	LO	
1.05	FEELING	5*	8	-	*	40	*M	
7.03	FIELD	30	5R	1R	1M	20	1C	1D5*3M 1:14
1.06	FIRE TOUCH	3*	5	1R	-	2	1R	15 HEAT
2.02	FORCE	5	4	1R	2R	8M	LM	
5.03	FROST BOLT	10	10	1R	-	100	*R	5PT 20COLD

T2400 ALPHA H

SECT	NAME:	C	V	P	D	R	MF	EFFECT
3.04	HEALER	4	12	5R	-	8	LP	30& HEAL

T2400 ALPHA I

SECT	NAME:	C	V	P	D	R	MF	EFFECT
1.07	INFINITE EAR	2	1	1R	1M	1R	*P	
1.08	INFINITE EYE	3	1	1R	1M	1R	*P	
5.04	INNER EYE	2*	8	-	*	*	-M	SEE 360

T2400 ALPHA L

SECT	NAME:	C	V	P	D	R	MF	EFFECT
5.06	LEVITATE	5	5	1R	5R	-	*M	2M/ROUND
5.07	LIFE FORCE	30	30	5R	1M	-	1M	HPT&PSD*3
7.04	LIGHTNG FREZE	20	20	1R	-	100	*R	50 COLD
6.03	LIGHTNG STRK	15	30	1R	-	100	*R	100T&MORE
4.03	LIGHTNING BLST	10	10	1R	-	100	*R	DEP:15SD20

T2400 ALPHA M

SECT	NAME:	C	V	P	D	R	MF	EFFECT
9.03	MASS LEVITATE	20	10	1R	10R	-	*M	500 LB.
11.02	MASS SHIELD	70	200	5R	5M	3	LO	3000 FIELD
8.02	METAMORPHASIS	60	150	10R	1M	-	LM	
7.05	MIND FREEZE	10	25	1R	UDR	50	LO	
9.04	MIND MELD	70	100	5R	1R	-	LM	*4

T2400 ALPHA N

SECT	NAME:	C	V	P	D	R	MF	EFFECT
1.09	NIGHT EYES	4*	8	-	*	*	-P	

T2400 ALPHA O

SECT	NAME:	C	V	P	D	R	MF	EFFECT
1.10	ORB OF LIGHT	1	1	1R	1M	1	*O	

T2400 ALPHA P

SECT	NAME:	C	V	P	D	R	MF	EFFECT
12.01	PENET BLT MAJ	50	50	1R	-	50	1B	10 CEP
8.02	PENET BLT MIN	40	30	1R	-	50	1B	5 CEP
10.03	POWER BOLT	30	30	1R	-	30	LB	5 BULK
8.02	POWER HOLD	25	5	1R	UDR	50	LO	STR 40
1.11	POWER ORB	5	5	1R	-	100	*P	5 BULK
12.02	POWER VINE	100	-	5R	-	-	1M	10000 WAL
13.01	PULSE	30	20	1R	-	50	1C	250 BULK

T2400 ALPHA Q

SECT	NAME:	C	V	P	D	R	MF	EFFECT
2.03	QUANT LM	10	5	1R	-	100	1C	15 HEAT
7.06	QUICK MIND	15	30	1R	5R	-	*M	-3&+3 HIT

LEVEL 1

T2400 ALPHA R

SECT	NAME:	C	V	P	D	R	MF	EFFECT
9.04	REFLECT	50	200	2R	10R	-	1M	
6.04	REGENERATION	[illegible]	0	-	*	-	-P	
4.04	RUMMAGE	5	4	1R	-	5M	LM	

T2400 ALPHA S

SECT	NAME:	C	V	P	D	R	MF	EFFECT
7.07	SCRAMBLE	20	10	2R	10R	50	LO	
8.04	SENSES	15	3	1R	10R	100	LO	
4.05	SHADOWS	4	4	1R	1M	-	LM	
1.12	SHELL	5*	0	-	*	-	-P	
13.02	SHIELD IMPLSN	90	7	1R	?	10	LO	
5.07	SHIELD SHATTER	10	10	1R	-	100	*O	50 SHIELD
4.06	SILENCE	5	3	1R	10M	100	LO	
6.05	SLEEP	10	20	1R	-	100	*O	10 PSUC
3.05	SLEEP TOUCH	6	5	1R	TC	2	LP	10 FSUC
2.04	SPECTRAL STUN	6	4	1R	-	15	1P	15 [illegible]
7.08	SPECTRE	20	30	1R	10R	-	4M	
1.13	SPIDER GRIP	4	0	-	*	-	-P	
6.06	SPINNER	10	30	1R	10R	30	LO	
9.05	SPREAD	20	40	1R	-	50	1P	10 [illegible]
6.09	STIFF	8	5	1R	10R	100	LO	[illegible]
1.14	SURROGATE FIRE	1	1	1R	-	40	LO	
5.06	SUSPNSN ORB	10	20	[illegible]	10M	20	*O	

T2400 ALPHA T

SECT	NAME:	C	V	P	D	R	MF	EFFECT
1.15	TASTE PRCPTION	1*	0	-	*	-	-P	
4.07	TRANSMUTE	35	50	2R	1M	-	1P	1 DAM
2.05	TUMBLE	4	3	1R	-	-	*O	[illegible]

T2400 ALPHA W

SECT	NAME:	C	V	P	D	R	MF	EFFECT
7.09	WALL	10	50	1R	*	5	LO	200 FIELD
10.03	WARP	30	150	2R	1M	-	LM	
1.16	WATER LUNG	1*	0	-	*	-	-P	
1.17	WHISPERS	4	0	1R	1M	100	4M	
1.18	WINGS	4*	0	-	*	-	-P	

T2401 LEVEL 1

01	NAME:	C	V	P	D	R	MF	EFFECT
.01	ACID SPRAY	3*	0	1R	-	2	1P	[illegible]
.02	DEFEAT LIE	1*	0	-	*	-	4M	
.03	DETECT MUTATIONS	2*	1	1R	-	20	LM	
.04	[illegible]	3*	0	-	*	-	-P	
.05	FEELING	5*	0	-	*	40	4M	
.06	FIRE TOUCH	3*	5	1R	-	2	1P	15 HEAT
.07	INFINITE EAR	2	1	1R	1M	10	*P	
.08	INFINITE EYE	3	1	1R	1M	10	*P	
.09	NIGHT EYES	4*	0	-	*	*	-P	
.10	ORB OF LIGHT	1	1	1R	1M	1	*O	
.11	POWER ORB	5	5	1R	-	100	*P	5 BULK
.12	SMELL	5*	0	-	*	-	-P	
.13	SPIDER GRIP	8	0	-	*	-	-P	
.14	SURROGATE FIRE	1	1	1R	-	40	LO	
.15	TASTE PERCEPTION	1*	0	-	*	-	-P	
.16	WATER LUNG	1*	0	-	*	-	-P	
.17	WHISPERS	4	0	1R	1M	100	4M	
.18	WINGS	4*	0	-	*	-	-P	

[illegible]

[illegible] powerful acid of level 3D6. Caj choosing Acid Spray as a muta[illegible] type a base roll of 3 or higher must be rolled (see rolls to hi[illegible] section 2.6400.00.

[illegible]

[illegible] their presence. The le need not be spoken in a language that the [illegible] away. This mutation is also effective if the Caj hears a le while [illegible]

[illegible]

[illegible] Dwarf

[illegible] (add 1D6+4 to their dexterities). The dwarf's disadvantage is that [illegible]

[illegible] Feeling

[illegible] has a (20+Level x 5)% chance of detecting the encounter at 40 [illegible] (5-Level)% chance of giving a false indication at some time during [illegible] become aware of a life form around him. Cap with Feeling can set a [illegible] into a frenzy.

[illegible]

[illegible] heard on the other side of a wall or sounds from within a box can [illegible]

[illegible]

[illegible]

[illegible] Regeneration

[illegible] the damage it does is built. The Stamina is doubled on a roll of 5 or 6 on a D6 (see 2.76531.00).

[illegible]

[illegible] be protected by a leathery skin. Treat this as hide in combat situations. [illegible] Shell will offer no protection against attack. If a creature has a strength that is twice the constitution of a Shelled opponent, then [illegible] add 5 points and speeds are 1/3 of normal.

[illegible]

Cap can climb trees by a factor of 3. Spider grip is useless if a surface [illegible]

[illegible]

[illegible] creatures. Regardless of the size of the fright, it will take 1 round for [illegible]

[redacted]

[redacted]

[redacted]

LEVEL 3

T2403 LEVEL 3

03 NAME:	C	V	P	D	R	MF	EFFECT
.01 CHARM CREATURE	5	40	1R	TC	2R	LM	
.02 DEFLECTOR	6	20	1R	UR	10	LD	
.03 DRAIN	5	10	1R	-	40	LM	PSUD 2
.04 HEALER	4	12	5R	-	8	LP	3D6 HEAL
.05 SLEEP TOUCH	6	5	1R	TC	2	LP	10 PSUD

.403.01 Charm

[illegible] affects of this mutation are limited. Every 5 rounds after a successful usage of Charm, if a roll of a D100 yields (10 + rounds [illegible] charmed. When a creature breaks the effects of charm additional [illegible]

.403.02 Deflector

Deflector is an orb that usually spreads out from the Caya's hand to [illegible] attack is defined as anything that would inflict 1 point of any type [illegible] damage. The shield is 1 meters in diameter. In order to put a [illegible]

2403.03 Drain

[illegible] Stamina points are lost. Using 6 usages against a Level 2 creature would be a real waste; the extra 4 usages yield no additional [illegible]

.403.04 Healer

[illegible]

2403.05 Sleep Touch

[illegible] Stamina point fall unconscious. To determine how long a defender is out, see section 2.657100. Treat Sleep Touch as if it inflicted [illegible]

LEVEL 4

T2404 LEVEL 4

04 NAME:	C	V	P	D	R	MF	EFFECT
.01 ALTERED PERCEPT	15	15	1R	5R	+	LM	+5 2E HIT
.02 BODY FREEZE	6	5	1R	UDR	100	+G	
.03 LIGHTNING BLAST	10	10	1R	-	100	+B	1EP:1PSD2R
.04 RAMPAGE	5	4	1R	-	SM	LM	
.05 SHADOWS	4	4	1R	1M	-	LM	
.06 SILENCE	5	3	1R	UDM	100	LD	
.07 TRANSMUTE	35	50	2R	1M	-	1P	1:D6+

2404.01 Altered Perception

[illegible] attacks.

2404.02 Body Freeze

[illegible]

[redacted]

[redacted]

[redacted]

240405 Shadows

[redacted] Shadows. Stalkers with Shadows have a have a near limitless [redacted]

[redacted]

defenders Effective Level minutes). If, for example, 7 usages [redacted] usages is less than or equal to the defenders Effective Level then [redacted]

[redacted]

body of the transmuting Caji excretes a thick pasty liquid that [redacted] mutation as a type of Caji battle rage. The ferocity of creatures in [redacted] other abilities.

LEVEL 5

2405 LEVEL 5

#	NAME:	C	V	P	C	P	MF	EFFECT
.01	CAST ENERGY	7	10	1P	-	75	+0	20 HEAT
.02	CHAOS	7	10	1P	UDP	100	+0	
.03	FROST BOLT	10	10	1P	-	100	+0	5FT/20COLD
.04	INNER EYE	25	0	-	+	0	-4	SEE 360
.05	LEVITATE	5	5	1P	5R	-	+4	2M/ROUND
.06	LIFE FORCE	30	30	5R	1H	-	1M	+FT5APSE+3
.07	SHIELD SHATTER	10	10	1P	-	100	+0	5R SHIELD
.08	SUSPENSION ORB	10	20	1P	10M	30	+0	

[redacted]

evenly divisible by two. Thus, hide would stop 3 points of heat from Cast Energy, (as listed value against heat is 5. 5/2= >3)

[redacted]

attack or mutation being prepared or used. The limbs of the [redacted]

Apply this damage to a random location.

[redacted]

armor as a point projectile. Once the bolt has penetrated into its [redacted]

[redacted]

eyes. A mental image is painted in the mind that extends 360 degrees. Inner eye operates as well in darkness as in full light. [redacted] direction at one time. So although they receive a full description of everything around them, they can only react to a bit at a time. Inner eye does not a kung fu master make.

2405.05 Levitate

This ability allows a Cay to lift his or her body into the air and to [illegible] Mountains [illegible] Cay's Stamina points reach 3 or less or if his Hit Points reach 4 or [illegible] Stamina [illegible] taken.

2405.06 [illegible]

[illegible] off, the Cay will divide his Hit Points and Stamina points by 3. For [illegible] Stamina points. Lets say that during this duration the Cay was to [illegible] the mutations effect wore off, the Cay would have 4 Hit Points re- [illegible]

2405.07 [illegible] Shatter

[illegible] There is no effect if the orb strikes anything other than a force field.

2405.08 Suspension Orb

Upon hitting the blue o[illegible] ground and retain them [illegible] that a victim of Suspension Orb can become free is by grappling or holding on to something and then applying a pulling strength [illegible] strength 30 or greater pull on the rope. A suspended character with a grapple could get down given a strength is 30 or greater [illegible] lifted. It is possible for the Cay to create Suspension Orbs that last [illegible] would take 360 value points. (20 * 3 for a strength of 90 = 60. 60 * 6 for a 6 hour suspension = 360 value points).

LEVEL 6

T2406 LEVEL 6

06 NAME:	C	V	P	D	R	MF	EFFECT
.01 BODY SHIELD	10	50	2P	1H	-	JM	100 PRO"
.02 FEAR	5	10	1R	LDR	100	LO	
.03 LIGHTNING STRIKE	15	30	1R	-	100	+B	10PT6MORE
.04 REGENERATION	06	0	-	-	-	-	P
.05 SLEEP	10	20	1R	-	100	+D	10 FSUC
.06 SPINNER	10	30	1R	JDR	35	LO	
.07 STIFF	8	5	1R	JRD	100	LO	DROPS ALL

2406.01 Body Shield

Body shield is a cylindrical force field with spherical end caps [illegible] needed to construct a shield by the multiple increase in shield [illegible] that would last for 5 hours would require 750 value point. (50 x 3 for a shield of triple protection = 150. 150 x 5 for a shield which lasts for 5 hours = 750). If the shield suffers more damage than it [illegible]

2406.02 Fear

The clear Fear orb creates an uncontrolable panic in its defender [illegible] 30% chance of screaming and dancing like a maniac and a [illegible] a panicked state subtract 6 points from each of the defenders [illegible]

2406.03 Lightning Strike

Lightning strike is a silver bolt that imparts a tremendous thrust [illegible] concentrated at a single spot, severe point damage results. De- [illegible] backwards. The damage suffered from such a loss depends [illegible] thrown)D6. Assess ½ of the damage to a random location and [illegible]

[illegible]

[illegible]

[illegible]

Spinner is a green orb that upon hitting an opponent will start the [illegible] pound of spinning. So a character who was spun for 5 rounds will [illegible] of Spinner lose 1 Stamina point for every round they are spun. These effects wears off at the rate of 1 point every 2 rounds. In [illegible] mutations duration. Each hand held item has a (rounds [illegible]

[illegible]

LEVEL 7

12407 LEVEL 7

07 NAME:	C	V	P	C	R	MF	EFFECT
.01 BUBBLE	15	30	1R	1M	50	*0	200 FIELD
.02 DARKNESS	10	20	1R	UDR	120	LC	
.03 FIELD	50	50	1R	1M	20	LO	US6*3M DIA
.04 LIGHTNING FREEZE	20	20	1R	-	126	*5	50 COLD
.05 MIND FREEZE	10	25	1R	UDR	50	LO	
.06 QUICK MIND	15	30	1R	5R	-	*M	-3A*3 HIT
.07 SCRAMBLE	20	10	2R	UDR	50	LO	
.08 SPECTRE	20	30	1R	10R	-	*M	
.09 WALL	10	50	1R	*	5	LO	200 FIELD

[illegible]

[illegible] shield is placed around an enemy and is immobile. The bubble [illegible]

[illegible]

[illegible] of this effect is (usages -- defender's Effective Level) rounds. Inner [illegible]

[illegible]

Field is a mutation that prevents large energy expenditures within [illegible] meters in height. While inside the Field, creatures may not walk [illegible] dampened by the Field. Walking 1 meter every 5 rounds is the [illegible] needed at the time of the Field's creation. (50 * 3 for a 9 meter Field = 150 value points. 150 * 5 for a Field that lasts for 5 minutes = 750 value points)

[illegible] can literally be frozen off.

[illegible]

[illegible] ation of this effect is (usages -- defender's Effective Level) rounds. [illegible]

[illegible]

[illegible] increase the length of the effect.

[illegible]

[illegible]

240708 Spectre

If a Cay is protected by Spectre, any one attack will pass through [illegible] not sufficient. If this condition is met, the Spectre defense falls [illegible] up for 10 rounds before falling naturally. With Spectre, Cay can [illegible] jected at a high velocity, re-materializing on its way out. Cay can [illegible] is possible if enough speed is built up. Thin barriers are the [illegible]

[illegible]

Wall is an invisible orb that spreads out to form a 20×20 meter force Field that has a strength of 200 points. This force Field un- [illegible] ng the entire Field to fail. Thus, if 200 points of damage is applied to any single spot on the wall it will form a 1 square meter opening [illegible] horizontal should they needs such a shield.

[illegible]

fenders of Brain Blast to their knees screaming for (usages— [illegible]

[illegible]

[illegible]

around the defender's body. The rings station themselves almost [illegible] ceeding to the defender's neck. The more a defender trys to [illegible] duration of this mutation is (usages—defender's Effective Level) minutes. The strength of the hold is 40 points. Thus, creatures of [illegible] strength and duration of the power hold. If a Cay wanted to send a 5 usage power hold orb at a defender that would last for 8 min- [illegible] s sent would be 600 value points. (5 * 5 for 5 usages = 50, 50 * 8 for an 8 minute hold = 200, 200 * 3 for a strength of 120 = 600 [illegible]

[illegible]

senses is used on a guard, a whole band of characters can [illegible]

LEVEL 8

T2408 LEVEL 8

08 NAME:	C	V	P	D	R	MS	EFFECT
.01 BRAIN BLAST	30	20	1R	.06	30	LM	HPTS&STR 2
.02 FENET BOLT MINOR	40	30	1R	-	50	1B	5 CEP
.03 POWER HOLD	25	5	1R	VM	50	LO	STR 40
.04 SENSES	15	3	1R	LOP	10R	LO	

LEVEL 9

T2409 LEVEL 9

09 NAME:	C	V	P	D	R	MF	EFFECT
.01 CAGE	20	50	1R	*	30	LO	300 FIELD
.02 CONSTRICTOR	25	15	1R	2R	30	LO	15 BLNKEDG
.03 MASS LEVITATE	20	10	1R	10R	-	MM	500 LB.
.03 MIND MELD	70	100	5R	1R	-	LM	*4
.04 REFLECT	50	200	2R	10R	-	1M	
.05 SPREAD	20	40	1R	-	30	10	10 SONIC

2409.01 Cage

Cage is an orb that forms a force field around a defender. The [illegible] can see into a Cage, nor may the Caged defender see out of the [illegible] spheres sizing 2 meters in width and 3 meters in height. If a defender destroys a Cage through damage inflicted to it from [illegible] when it had just been cast by 10. The form of the damage will be [illegible] released as desired, however, once a Cage is down, it is down [illegible] Cage if it is destroyed by the Cap. Additional value points can be [illegible] Cage would require 150 value points (50 * 3 for a 900 point Cage = 150 value points)

2409.02 Constrictor

The pale red Constrictor orb forms a single ring about the section [illegible] tor unless it is of full body construction, such as a metal suit.

2409.03 Mass Levitate

[illegible] that 1 hit point is 1 lb. on non-intelligent creatures) per usage. Be sure to include all items carried when calculating the mass of a [illegible] Thus, it would require 8 usages to levitate a creature of Effective [illegible] crease the span of the levitation, or it may be used to increase the [illegible] creatures and materials for 30 rounds, it would require 90 value points (10 * 3 for 1500 lb. = 30, 30 * 3 for 30 rounds instead of 10 rounds = 90 value points)

2409.04 Mind Meld

[illegible] concentrate a power that they all have, and project it through the [illegible] energy and lightning strike are but a few of the powers that can be [illegible] hitting a target with a Mind Melded orb or bolt are .5 of normal. [illegible] from receiving benefit from Mind Meld.

2409.05 Reflect

[illegible] fer any of the incident damage while Reflection is taking place. [illegible]

2409.06 Spread

[illegible] horizontally as it travels. The orb carries with it a sonic wave of [illegible]

LEVEL 10

T2410 LEVEL 10

10 NAME:	C	V	P	D	R	MF	EFFECT
.01 CRATER	20	50	2R	-	50	10	50,30,10
.02 POWER BOLT	30	30	1R	-	30	LB	5 BULK
.03 WARP	30	150	2R	1M	-	LM	

241001 Crater

This red and brown swirling orb travels a distance pre determined [illegible] creatures within 2 meters of the orbs detonation is 50 points of sonic damage. Ranges between 2 and 6 meters suffer 30 points [illegible] 10 meters, the Crater orb has no effect. Note that it is possible for Cay to injure or kill himself if the orb is not detonated far enough away.

241002 Power Bolt

[illegible] a target it can be hit. Although the damage of Power Bolt [illegible] misses it may always be aimed at a defender's head if wished [illegible]

241003 Warp

[illegible] this mutation is 1 minute and can be increased by the expen[illegible]

LEVEL 11

T2411 LEVEL 11

10 NAME:	C	V	P	D	R	MF	EFFECT
.02 MASS SHIELD	70	200	2P	5M	3	LO	3000 FIELD

241101 Mass Shield

[illegible] lifespan or strength of the shield. A shield of 12000 points that would last for 15 hours would require 2400 value points (200 * 4 for a shield of 12000 points = 800, 800 * 3 for a shield of lifespan 15 hours = 2400 value points).

LEVEL 12

T2412 LEVEL 12

10 NAME:	C	V	P	D	R	MF	EFFECT
.01 PENET BOLT:MAJOR	50	50	1P	-	50	1B	10 GEP
.02 POWER VINE	100	-	5R	-	-	1M	10000 VAL

241201 Penetration Bolt: Major

[illegible]

241202 Power Vine

Power vine is the ability of a Cay to grab energy from the planet [illegible] a week. The characteristic points lost by the use of Power vine [illegible]

LEVEL 13

T2413 LEVEL 13

10 NAME:	C	V	P	D	R	MF	EFFECT
.01 PULSE	30	20	1P	-	50	1B	2+B GBULK
.02 SHIELD IMPLOSION	90	?	1R	?	1M	LO	

241301 Pulse

[illegible] almost simultaneously any time pulse is used. So 20 value points [illegible] tage of this mutation is only apparent when the defender of pulse [illegible]

[illegible]

Shield [illegible] damage to the field occupants. Before sending a shield in [illegible] number of value points needed to create the orb. Once it has its [illegible]

LEVEL 16

```
T2416 LEVEL 16
IR NAME:          C   S   P   D   R   MF  EFFECT
241601 CREATE WARP  52  488 CR  189 5   +0
```

241601 Create Warp

[illegible] down it will fall in 3 rounds. The warp is standard in appearance and forms out of the Cay's white orb. A Shanthic die-eshta can be [illegible]

3000 ITEMS

3000A **BUYING AND SELLING**
3000B **COST**
3000C **ENCUMBERENCE**
3000D **AVAILABILITY**
3100 **CURRENCY**
3200 **COMMON ITEMS**
3300 **WEAPONS**
3400 **EARTH ITEMS**
3500 **ARMOR**
3600 **TRANSPORT**
3700 **SHANTHIC ITEMS**
3800 **MISCELLANEOUS**

[illegible] section provides descriptions of the items that the [illegible] They are listed in the [illegible] RNF. When [illegible] in their possession, they [illegible] referee. Whatever [illegible] the Adventurers Guide. Especially [illegible] the referee [illegible] Read the descriptions carefully, they may be used to deceive.

SAMPLE

[illegible] to tie up a prisoner, he might tell the referee "I'm tying up the prisoner." A more precise way of saying this is, "I'm tying the prisoner up to a tree, using all of my rope, and binding his [illegible] Referee [illegible] leave less room for the unexpected.

3000A BUYING AND SELLING

When beginning a traders visit, this section [illegible] the referee should role play the character of Vist Arnis, a Tarch trader [illegible] owns an "inciep" (a trader's store). Vist is a streetwise haggler who will take advantage of unsuspecting creatures. Although the [illegible] characters. Vist Arnis is a large Tarch on the heavy side. He is a [illegible] of Vist Arnis.

[illegible] Referees should create traders and bargainers of their own in various [illegible] tables or in the items description. High rolls inflate the price, low [illegible]

3000B COST

[illegible] of currency are described in detail in section 3100.

3000C ENCUMBERANCE

[illegible] weight of the item in pounds. If a capital S follows a value that en- [illegible] how encumberance affects a creature.

3000D AVAILABILITY

The availability of each item is listed under the AVAL column. [illegible] ability for SPIKES AND HAMMER is B+ on table BT3000.00. A 3D6 [illegible] be [illegible] store) on a roll of 13. The referee would determine the cost by rolling a 2D6 to modify the listed price of 5Go (5 Gemlocks = 50 Gemlocks).

For all availabilities other than A+, A and A-, add one to the roll if the search is in a city 2 in a citadel. Players perform a "Total [illegible] every "Dotho" (news board) in search of an object. The table below [illegible] roll as listed at the bottom of table T3000C.

T30000 AVAILABILITY OF ITEMS

		1	D2	D6	D20	D40	D100
2D6	A+	3	4	5-8	9-10	11	12
	A	3	4-5	6-8	9-10	11	12
	A-	3-4	5-6	7-8	9-10	11	12
3D6	B+	7-9	10	11-13	14-16	17	18
	B	10-12	13	14-15	16	17	18
	B-	12	13-14	15	16	17	18
3D6	C+	12-15	16	17	18	-	-
	C	14-15	16	17	[illegible]	-	-
	C-	15	16	17	19	-	-
4D6	D+	17-18	19-20	21-24	-	-	-
	D	18-20	21	22-24	-	-	-
	D-	19-21	22	23-24	-	-	-
4D6	F+	21-22	23-24	-	-	-	-
	F	22-23	24	-	-	-	-
	F-	23	24	-	-	-	-

IF THE AVAILABILITY IS NOT AN A+, A OR A-, ADD:
: FOR A CITY CHECK, 2 FOR A CITADEL IN A CITY

[illegible]	[illegible]	+1 TO ROLL	2 DAYS REQUIRED
[illegible]	[illegible]	+2 TO ROLL	4 DAYS REQUIRED
[illegible]	[illegible] CAPITAL	+3 TO ROLL	2 WEEKS REQUIRED

This is an alphabetical list of all items, the order in which ground [illegible]

T3100 CURRENCY

10 UNITS OF CURRENCY WEIGH 1S (ONE TENTH OF A POUND)

SECTION	NAME		VALUE IN EACH	IN TERMS OF
3100.01	GEMULE	"GU"	1	ONE THEMEDRACHM
.02	GEMLOCK	"GL"	10	ONE TENTH
.03	GEMLUMP	"GL"	100	1
.04	GEM	"GM"	1,000	10
.05	GEMCLUSTER	"GC"	10,000	100
.06	GEM STAR	"GS"	100,000	1,000

T3200 COMMON ITEMS

SECTION	NAME	COST	ENC	AVAL
3200.01	BACKPACK	20	5	A
.02	BAG	100	2	A+
.03	CANDLE	10	35	A+
.04	CLOAK	150	3	A+
.05	FLINT & STEEL	160	45	A+
.06	ROPE	300	3	A+
.07	EIGHT ROPE	700	5	A+
.08	LOCK & KEY	500	1	A+
.09	METAL CHEST	200	40	B
.10	[illegible]	50	35	A+
.11	RAGS CLOTHING	50	2	A
.12	ROPE 20 METERS	200	4	A+
.13	SHOVEL	100	55	B
.14	SPIKES AND HAMMER	500	10	B+
.15	THEMED DART	80	.40	C
.16	THEMED SACK	800	15	
.17	TORCH	10	4	B-
.18	WATER SKIN	10	1	A+
.19	WOODEN CHEST	200	10	B

T3310 PRIMITIVE WEAPONS

SECTION	NAME	COST	ENC	AVAIL
3311	HAND-TO-HAND:			
.01	AXE	1GL	6	B+
.02	BATTLE AXE	3GL	14	B
.03	CLUB	3GC	7	A-
.04	HALBERD	3GL	15	B
.05	KNIFE	10C	1	A+
.06	LIGHT SWORD	2GL	4	[illegible]
.07	MACE	[illegible]	[illegible]	B
.08	MORNING STAR	[illegible]	[illegible]	B-
.09	PIKE	[illegible]	5	B+
.10	STAFF	15C	5	C
.11	SWORD	[illegible]	7	A
.12	SPEAR	50C	3	[illegible]
.13	TWO-HANDED SWORD	25GD	12	B+
.14	WAR HAMMER	[illegible]	15	B-
3312	THROWN WEAPONS:			
.01	BOLA	20D	1	B
.02	SLING	5SL	4S	B-
.03	SPEAR	20C	3	A
.05	THROWING AXE	40C	3	B
.06	THROWING KNIFE	15C	1	B+
.07	THROWING STARS 6 OF	3GL	3	C+
3313	LAUNCHED WEAPONS:			
.01	BOW	2GL	2	B-
.02	HEAVY CROSS BOW	8GL	12	C
.03	LIGHT CROSS BOW	6GL	7	C+
.04	LONG BOW	3GL	4	C

T3320 ENERGY WEAPONS

SECTION	NAME	COST	ENC	AVAIL
3321	PISTOLS		1	
.01	BLADE	3GS	P5	F+
.02	BLASTER	2GS	P4	F+
.03	CAPSULE LAUNCHER-P4	5GD	P1	D+
.04	FIELD RAM	2GS	P2	D-
.05	LASER	15GD	P4	D-
.06	PARALYZER	1GS	P1	D
.07	PULSAR	3GS	P3	F
.08	SONIC DISTRUPTER	5GS	P6	F+
.09	STASER	4GS	P5	F
.10	STUNNER	13GD	P1	D-
3322	RIFLES		4	
.01	BLASTER	40GS	P8	F
.02	CAPSULE LAUNCHER	1GS	P7	C-
.03	FIELD RAM	25GS	P7	F+
.04	LASER	25GS	P9	F+
.05	PULSAR	40GS	P8	F-
.06	SONIC DISTRUPTER	60GS	P6	F
.07	STUNNER	20GS	P7	F+

REPLACING THE AVAILABLILITY OF THESE WEAPONS IS THEIR MEDALLION REQUIREMENT. IT INDICATES THE MINIMUM MEDALLION TO BE USED TO OPERATE THE WEAPON. ALL ENERGY WEAPONS REQUIRE THE FINGERPRINTS OF A HUMAN OR A PUNDIT.

T3330&40 CAPSULES

SECTION	NAME	COST	ENC	AVAIL
3330	AMMUNITION			
.01	ARROWS	2GU	3S	A
.02	ATOMIC CELL	5GS	1S	F+
.03	BOLTS	4GL	4S	B+
.04	FUNCTION CELL	23M	10-15	B+
.05	POWER CELL	20C	10-15	D+
.06	SLAB AMMO	23M	2S	[illegible]
3340	WEAPON ADDITIONS			
.01	ATOMIC CELL ADAPTER	1GS	2S	[illegible]
.02	BOOSTER	2GS	$	F+
.03	CHARGE	1GS	5C	[illegible]
.04	TRACER	50C	2S	[illegible]

T3350 CAPSULES

ALL CAPSULES ARE A QUANTITIES OF 5 FOR AVAILABILITIES. COSTS AND ENCUMBRANCE ARE FOR 1 CAPSULE

SECTION	NAME	COST	ENC	AVAIL
3350	BARRIER	10M	2S	C-
.01	BLUNDER	10M	2S	[illegible]
.03	COLD	15GL	2S	C
.04	FIRE	10M	2S	C
.05	FLARE	20L	2S	B+
.06	FOUL ODORS	1GL	2S	B
.07	KNOCK OUT	30M	2S	D+
.08	REPELL	10M	2S	B-
.09	SMOKE	20L	2S	B+
.10	T.J. THROW EXPLOS JUMP	20M	2S	C-
.11	TANGLER	30M	2S	D

T3420 MEDALLIONS

SECTION NAME	COST	ENC	AVAIL
COMMON		2S	
3421.01 C1: RESTRICTED	1GM		S
.02 C2: STANDARD	2GM		B+
.03 C3: PRIVILIGED	4GM		C+
USER		3S	
3422.01 U1: SERVICE	5GM		B
.02 U2: TEC LEVEL A	8GM		B-
" U3: TEC LEVEL B	1[illegible]		C
" U4: TEC LEVEL C	12GM		C-
" U5: TEC LEVEL D	14GM		F
" U6: TEC LEVEL F	16GM		C-
.03 U7: OPERATOR A	2GC		C-
" U8: OPERATOR B	4GC		C-
.04 U9: MASTER	1GS		F
.05 U10: ULTIMATE	120GS		F-
POWER		2S	
.01 P1: LOW PATROL	1GC		C
" P2: MEDIUM PATROL	2GC		C-
" P3: HIGH PATROL	4GC		C
.02 P4: SQUAD	5GC		D+
.03 P5: LOW ASSAULT	6GC		C-
" P6: MED ASSAULT	7GC		D-
" P7: HIGH ASSAULT	2GS		F+
.04 P8: HIGH SECURITY	5GS		F
.05 P9: MASTER SECURITY	20GS		F-
.06 P10: ULTIMATE SECURITY	200GS		F-

T3430/4 EARTH ITEMS

SECTION NAME	COST	ENC	AVAIL
CLASS 1			
.01 BREATHER-U2	3GM	3S	C+
.02 CUMBERS-U2	5GM	1	B-
.03 COMMUNICATOR-U1	5GL	4S	B+
.04 ENERGY DETECTOR-U1	5GL	4S	C-
.05 GAS MASK-U2	4GM	1	[illegible]
.06 LADDER-U2	2GC	1	C
.07 [illegible]-U2	3GM	1	C
.08 LIGHTER-C1	3M	1S	C+
.09 POWER SCANNER-U3	2GC	1	C+
.10 POWER STEP-U4	1GC	1	[illegible]
.11 POWER TORCH-U2	1GC	1	[illegible]
.12 RECEIVER	5GM	1S	[illegible]
.13 SCREAMER-U2	3GM	1S	[illegible]
.14 SHORT LIGHT-C1	5GL	1	B+
.15 SWORD-U1	1GC	5S	[illegible]
.16 SOUND SCOPE-P1	3GM	1	B-
.17 TEC-ROPE 5M SECTION	5GM	1	[illegible]
.18 TRACER-R4	3GL	1S	[illegible]
.19 TRANSLATOR-C2	4GM	1S	F-
.20 UTILITY POLE-U1	5GM	2	C-
.21 AMPLIFIER P1	4GM	1S	[illegible]
.22 [illegible]	1GC	4S	C+
CLASS 2			
.01 WEAK FOG-P2	1GC	1	F+
.02 CUMBERS-P1	3GC	5S	[illegible]
.03 [illegible] EQUIP	1GS	1S	F
.04 [illegible] INVERTOR-U5	6GC	3	[illegible]
.05 DEFLECTOR BANDS-P4	4GC	4S	C+
.06 [illegible]	1GS	1S	[illegible]
.07 FUNCTION BELL REJA-U1	2GS	1	D
.08 [illegible] SCOPE-U3	5GC	1	[illegible]
.09 POWER BELL REJAMMATOR-U1	2GS	1	D
.10 POWER SHIELD-[illegible]	3GC	4	C-
.11 POWER STRIPPER-U3	2GS	1	F
.12 THROW EXPLODER-P7	5GC	2	C
.13 TRANSMITTER-P7	2GC	1	F
.14 TRAVEL BANDS-U7	1GL	3	C

T3500 ARMOR

	HID	FUR	BON	CRF	MAL	MTL	GRN	BED	ERP	THL
SUIT	500	1GL	5GL	6GL	4GL	4GL	8GL	1GS	2GS	9GP

SECTION	NAME	SUIT ENC:	AVAL	SECTION	NAME:	SUIT:
3510.01	HIDE	15	A	3520.01	SUIT	[illegible]
.02	FUR	20	A	.02	L HELMT	[illegible]
.03	BONE	25	B	.03	H HELMT	[illegible]
.04	CARP	40	B-	.04	[illegible]	[illegible]
.05	[illegible]	20	B+	.05	[illegible]	[illegible]
.06	METAL	40	C-	.06	[illegible]	[illegible]
.07	[illegible]	25	C-	.07	[illegible]	[illegible]
.08	BED	10	D-	.08	[illegible]	[illegible]
.09	ERP	5	F+	.09	[illegible]	[illegible]
.10	THAL	15	F	.10	[illegible]	[illegible]

3520.11 LIGHT SHIELD 5 GL + [illegible] FOR ARMOR
.12 HEAVY SHIELD 10 GL +[illegible] [illegible]

OF SUIT IS USED TO DETERMINE THE COST FOR A SUIT OF ARMOR OF COMPONENT BASED UPON THE COST AND WEIGHT OF A SUIT. THUS, WHILE A FUR SUIT COSTS 1 GL AND WEIGHS 20 POUNDS, A FUR CHEST PLATE WOULD COST AND WEIGH ONLY [illegible] THE 10 GL AND 10 POUNDS. SHIELDS CAN BE BOUGHT WITHOUT ANY SPECIAL ARMORING, THEY WILL BE ASSUMED TO BE WOOD.

T3600 TRANSPORTATION

SECTION	NAME	COST	ENC	AVAL
3610	MOUNTED			
.01	BOCHIGON: 1 TO 150 HPTS	1GC	220#	D+
.02	THUMARON: 1 TO 10 HPTS	3GC	250	C
.03	THUMBO: 1 TO 20 HPTS	5GC	350	B+
	1 TO 50 HPTS	16GC	400	B
	FINE THUMBO +5M ROUND	18GC		C-
3620	EARTH-TEC			
.01	SPANIER [illegible]	1GS	20	F+
.02	TRAVEL POD [illegible]	1GS	10	F
3630	SHIPS			
.01	CARGO SHIPS	4GS		F-
.03	DING	4GL	200	C+
.04	FLYMING SHIP	25GS		F-
.05	FUNCIT SHIP	3GS		D+
.06	RAFT	5GL	200	C-
.07	SALA CHALGIS	20GS		D
.08	SEEDRU SHIP	1GC		D+

T3700 SHANTHIC ITEMS

SECTION	NAME	COST	ENC	AVAL
3710.00	SHANTHIC BLADES		1/2	
	x1 DAM,-2 HIT,+2 CRIT	2GM		C-
	x1+2 DAM,-2 HIT,+2 CRIT	4GM		D+
	x1+4 DAM,-2 HIT,+2 CRIT	6GM		D+
	x2 DAM,-2 HIT,+2 CRIT	1GG		C
	x2+1 DAM,-2 HIT,+2 CRIT	2GG		C
	x2+4 DAM,-2 HIT,+3 CRIT	3GG		D-
	x3 DAM,-2 HIT,+3 CRIT	5GG		F+
	x3+2 DAM,-2 HIT,+3 CRIT	6GG		F
	x3+4 DAM,-2 HIT,+4 CRIT	8GG		F-
3720.00	CLE-ESHTA	NEVER FOR SALE		
3730.00	+BEPER ROD	>5GM	3	C+

THE 1/2 IN THE ENCUMBERANCE COLUMN FOR SHANTHIC BLADES INDICATES THAT ALL SHANTHIC BLADES ARE WENCE WEAPONS WEIGH ONE HALF OF NORMAL WEAPONS. SHANTHAS CREATE ONLY SWORDS AND AXES OF THEIR SPECIAL DESIGN.

T3800 MISCELLANEOUS

SECTION	NAME	COST	ENC	AVAL
3810.00	BARBARIAN LONG BOWS		15	
	x1 DAMAGE -1 TO HIT	5GM		D
	x1+1 DAMAGE, -1 TO HIT	8GM		D-
	x1+4 DAMAGE, -1 TO HIT	1GG		D-
	x2 DAMAGE, -1 TO HIT	2GG		F+
	x2+1 DAMAGE, -2 TO HIT	3GG		F+
	x2+4 DAMAGE, -2 TO HIT	4GG		F+
	x3 DAMAGE, -2 TO HIT	7GG		F
	x3+1 DAMAGE, -2 TO HIT	8GG		F
	x3+4 DAMAGE, -3 TO HIT	1GS		F-
3820.00	BOO-RODS	3GS	4	F+
3830	CRYSTALS		15	
.01	BLACK: WALL	2GC		D+
.02	BLUE: DEFLECTOR	2GC		C-
.03	CLEAR: SUPER REGENERATION	25GM		C-
.04	GOLD FLAKE: VALUE POINTS	35GM		D-
.05	GREEN: LIMB REGENERATION	5GC		D+
.06	ORGANGE: + TO CHARS	3GC		D+
.07	RED: DAMAGE	1GC		C
.08	SILVER: SHANTHIC	2GC		F+
.09	WHITE: WARP	9GC		F+
.10	YELLOW: MUTATION	1-6GC		D

T3840 ORGANIC MATERIAL

SECTION NAME	COST	ENC	AVAIL
3841 LIMESTONES		4S	
.01 CRUMBLE: ACID LEVEL 25	6GM		E-
.02 DALLIN: +10 HPTS HEAL	3GM		C-
.03 DAWGOOD: -10 TO DEXTERITY	5GM		[illegible]
.04 DRUD: -10 TO STRENGTH	5GL		[illegible]
.05 GLOW MOSS: GLOWS	15GL		C
.06 MATHING: DEX AND ARM DOWN	---		--
.07 TRUTHA: FULL TRUTH	10GL		[illegible]
.08 QUETH: +15 TO STAMINA	3GM		C
.09 ZERTH: +10 HPTS TEMP	1GM		B+
3842 FOISONS		4S	
.01 HEMATHAL: INSANITY	2GL		F+
.02 HEMORRIC: SLEEP	3GM		[illegible]
.03 KISS: DESTROYS ALL	5GL		[illegible]
.04 KOLUS: KILLS WHITE	1GS		F
.05 TRANSFORM: WEARING -20	2GL		[illegible]
.06 WIRM: HARMLESS	5GM		C-
3843 DRINKS		4S	
.01 CUTHT: BROWTH FAVORITE	[illegible]		B
.02 RUSPER: RARE HIGH [illegible]	[illegible]		D+
.03 SOLUTION RUSPER: [illegible]	[illegible]		B+
.04 THE AH: [illegible] SLEEP	[illegible]		B
.05 THESPERI: RAMIANS ONLY	5GL		[illegible]

T3850 CULTURAL OBJECTS

SECTION NAME	COST	ENC	AVAIL
3851			
.01 BLOOM: WOFFEN [illegible] LINE	1GL	4S	F+
.02 MOLEC: SAUVEGARTH	5GM	[illegible]	[illegible]
.03 SIL ESTON: TIGRO EMBLEM	---	[illegible]	[illegible]

CURRENCY

[illegible] is a list of the commonly accepted currency in Bur[illegible] and other realms. Its difficult to assign 20th century values [illegible] currency. All of the following currency are found naturally [illegible] beneath the planet's surface. The RARE high currency [illegible] easily be exchanged for AS NEEDED units such as

3100.01 GEMULE (GU)

ENC 10 GS/1S AVAIL AS NEEDED

[illegible] The Gemule has a value of about an Earth

3100.02 GEMLOCK (GL)

COST 10 GU ENC 10 GS/1S AVAIL AS NEEDED

A Gemlock abbreviated GO is a clear spherical crystal about [illegible]

3100.03 GEMLINK (GL)

COST 100 GU ENC 10 GS/1S AVAIL AS NEEDED

A Gemlink abbreviated GL is the standard unit of exchange [illegible]

3100.04 GEM (GM)

COST 1000 GU ENC 10 GS/1S AVAIL AS NEEDED

[illegible]

3100.05 GEMCLUSTER (GC)

COST 10000 GU ENC 10 GS/1S AVAIL RARE

A Gemcluster abbreviated GC has a value of approximate[illegible] clusters are one centimeter in diameter.

3100.06 GEMSTAR (GS)

COST 100000 GU ENC 10 GS/1S AVAIL RARE

A Gemstar abbreviated GS is the highest of the JORUNE cu[illegible] are decorated by a multi-colored star burst at their centers.

3100 BASIC ITEMS

[illegible]

3200.01 BACKPACK

COST 2 GU ENC 5 AVAIL A

[illegible]

3200.02 BAG

COST 1 GU ENC 2 AVAIL A+

[illegible]

3200.03 CANDLE

COST 1 GU ENC 3S AVAIL A+

[illegible] and steel to light a candle.

3200.04 CLOAK

COST 15 GU ENC 8 AVAIL A-

A cloak, [illegible] the inside of a cloak. Multiply the cost of the cloak by its wearer's [illegible]

3200.04 GARB

COST 1GO ENC 3 AVAIL A-

A garb is just a loose piece of cloth clothing commonly worn by [illegible] wearing a simple garb.

3200.06 FLINT & STEEL

COST 1 GO ENC 4S AVAIL A

[illegible]

3200.07 KESHT GARB

COST 7 GL ENC 5 AVAIL A-

[illegible] uses a pale red fabric dye. Multiply the cost of a Kesht garb by the [illegible]

3200.08 LOCK & KEY

COST 5 GO ENC 1 AVAIL C-

The lock described here is a simple pad lock. It can be easily [illegible]

3200.09 METAL CHEST

COST 2 GL ENC 40 AVAIL B

[illegible]

3200.10 POUCH

COST 1GU ENC 3S AVAIL A-

A pouch holds little trinkets and currency. About 5 lists worth of [illegible]

3200.11 RAGS

COST 5 GU ENC 2 AVAIL A

[illegible]

3200.12 ROPE (10 METER)

COST 2GO ENC 4 AVAIL A-

A [illegible] 400 pounds worth of load. Greater support will break the rope over a [illegible]

3200.13 SANDALS

COST 1 GU ENC 5S AVAIL B

Sandals are an inexpensive form of foot protection.

3200.14 SPIKES & HAMMER

COST 5 GO ENC 10 AVAIL B-

[illegible]

3200.15 THOMBO CART

COST 8 GL ENC 140 AVAIL C

With a thombo cart, up to 800 pounds of materials may be [illegible] mal speed with the use of such a device.

3200.16 THOMBO SACK

COST 8 GO ENC 15 AVAIL C

A thombo sack can carry up to 300 pounds of materials. Many thombos are incapable of supporting such a load however. The [illegible]

3200.17 TORCH

COST 3 GU ENC 4 AVAIL B-

Torches provide illumination for 1 hour. Torches can be altered to give off a dimmer flame for up to 3 hours. Lighting a torch re[illegible]

3200.18 WATER SKIN

COST 1 GU ENC 1 AVAIL A

[illegible] creatures. About 2 gallons of any non-acidic liquid can be stored safely in a water skin.

3200.19 WOODEN CHEST

COST 2 GO ENC 10 AVAIL B

A wooden chest can hold 500 pounds of material and measures [illegible]

3311 H-T-H PRIMITIVE WEAPONS

[illegible]

3311.01 AXE

COST 1 GL ENC 6 AVAIL B-

[illegible] is a heavy metal wedge cut to a fine edge

3311.02 BATTLE AXE

COST 3 GL ENC 14 AVAIL B

[illegible]

3311.03 CLUB

COST 2 GO ENC 7 AVAIL A-

[illegible]

3311.04 HALBERD

COST 3 GL ENC 15 AVAIL B

A halberd is a pole weapon 3 meters in length. It carries an axe [illegible]

3311.05 KNIFE

COST 1 GO ENC 1 AVAIL A-

[illegible] little shorter than 1 foot long (one third of a meter) and can be [illegible]

3311.06 LIGHT SWORD

COST 2 GL ENC 4 AVAIL C

[illegible] trained in the art of ancient battle (see section 3.4110)

3311.07 MACE

COST 7 GO ENC 7 AVAIL B

[illegible]

3311.08 MORNING STAR

COST 2 GL ENC 6 AVAIL B-

A morning star is a swift, powerful weapon composed of a 1½ stick connected to a 2 foot chain which holds a 6 inch diameter [illegible]

3311.09 PIKE

COST 1 GL ENC 5 AVAIL B-

Pikes are 3 meter long pole weapons with sharp points at the [illegible]

3311.10 STAFF

COST 15 GO ENC 5 AVAIL C

A staff is a one meter long wooden stick carefully carved for ba [illegible] (see section 3.4110)

3311.11 SWORD

COST 1 GL ENC 7 AVAIL A

The sword is the basic hand-to-hand combat weapon. All other [illegible] able. Because swords are one handed, another weapon or [illegible]

3311.12 THIKES

COST 5 GO ENC 3 AVAIL C-

[illegible]

3311.13 TWO HANDED SWORD

COST 25 GO ENC 12 AVAIL B-

[illegible] by this weapon over a one handed sword is significant. Although the two handed sword is heavier it is almost as graceful. The use [illegible]

3311.14 WAR HAMMER

COST 1 GL ENC 15 AVAIL B

[illegible]

3311 THROWN WEAPONS

3312.01 BOLA

COST 2 GO ENC 1 AVAIL B

A bola consists of a one foot rope attached to three one foot ropes [illegible] the legs or arms of a defender. Although not a particularly dan[illegible] (see Raman in the INTELLIGENT CREATURES section, 1100).

3312.02 SLING

COST 5 GU ENC 4S AVAIL B-

A sling is a string with a small leather pocket attached to it. Slings [illegible]

3312.03 SPEAR

COST 2 GO ENC 3 AVAIL A

[illegible]

3312.04 THROWING-AXE

COST 4 GO ENC 3 AVAIL B

[illegible]

3312.06 THROWNING KNIFE

COST 15 GU ENC 1 AVAIL B+

A throwing knife is identical to its non throwing cousin except that [illegible]

3312.07 THROWING STARS (6 OF)

COST 3 GL ENC 3 AVAIL C+

[illegible]

3313 LAUNCHED WEAPONS

[illegible]

3313.01 BOW

COST 2 GL ENC 2 AVAIL B-

[illegible]

3313.02 HEAVY CROSS BOW

COST 8 GL ENC 12 AVAIL C

[illegible]

3313.03 LIGHT CROSS BOW

COST 8 GL ENC 12 AVAIL C

[illegible] in a holding socket.

3313.04 LONG BOW

COST 3 GL ENC 4 AVAIL C

[illegible]

3320 ENERGY WEAPONS

[illegible] colony days, each was equipped with a fingerprint scanner and [illegible] JORUNE [illegible]

[illegible] the Earth items on JORUNE also require the use of a medallion [illegible] tables in the items section.

[illegible] after a fresh cell is in the hand of the user.

3321 PISTOL ENERGY WEAPONS

3321.01 BLADE

COST 3 GS ENC 1 AVAIL F+ SPEC P5

The blade is a large assault weapon. Its field of fire is adjustable to [illegible] age of the blade decreases with angle. It is still possible to hold off [illegible] setting, pitched at the angle desired by the user. Thus, on a hill [illegible] traveling at a slope. All creatures and objects in the path of the [illegible] 16 to hit (this assumes that the weapon is placed at the altitude of [illegible] place the weapon at the same height as that of the target.

3321.02 BLASTER

COST 2 GS ENC 1 AVAIL F+ SPEC P4

The blaster is the most often used of the energy weapons. Al- [illegible] slab ammunition to plasma and project it through a mass driver at [illegible] ly limited to only a tiny fraction of its capabilities. The vile form of the blaster unleashes more of this potential. When it is time for the [illegible]

3321.03 CAPSULE LAUNCHER

COST 5 GC ENC 1 AVAIL D+ SPEC P1

[illegible]

3321.04 FIELD RAM

COST 2 GS ENC 1 AVAIL D- SPEC P2

The field ram is a low power energy weapon. A [illegible] field which inflicts bulk damage to its target. This weapon is per- fect for knocking a creature off of a thombo or slamming some- [illegible]

3321.05 LASER

COST 15 GC ENC 1 AVAIL D- SPEC P4

[illegible] object. Although the beam exists only for a fraction of a second [illegible] supporting boosters (described in section 334001).

3321.06 PARALYZER

COST 1 GS ENC 1 AVAIL D SPEC P1

[illegible] are unaffected. The duration of the paralysis is equal to the dam- [illegible] scribed in section 334001).

3321.07 PULSAR

COST 3 GS ENC 1 AVAIL F SPEC P3

[illegible] per round. Other than a power cell, pulsars use any solid whic- [illegible] than makes up for this minor defect.

3321.08 SONIC DISTRUPTOR

COST 5 GS ENC 1 AVAIL F+ SPEC P6

[illegible] rips apart molecular structures rapidly, resulting in a shredded [illegible] (described in section 334001).

3321.09 STASER

COST 4 GS ENC 7S AVAIL F SPEC P5

[illegible]

3321.10 STUNNER

COST 13 GC ENC 1 AVAIL D- SPEC P+

[illegible] scious. The damage done is against a creatures Stamina, a zer- [illegible]

3321 RIFLE ENERGY WEAPONS

[illegible]

3322.01 BLASTER

COST 30 GS ENC 4 AVAIL F SPEC P8

[illegible]

rifles have chambers to hold a maximum of 10 meta slabs. Each [illegible]

3322.02 CAPSULE LAUNCHER

COST 1 GS ENC 4 AVAIL D- SPEC P7

[illegible]

rate of 20 per round (10 a second). There is a mad recoil effect when [illegible]

3322.03 FIELD RAM

COST 25 GS ENC 4 AVAIL F- SPEC P7

[illegible]

3322.04 LASER

COST 25 GS ENC 4 AVAIL F- SPEC P8

Laser rifles are capable of supporting a booster (see section [illegible]

3322.05 PULSAR

COST 40 GS ENC 4 AVAIL F- SPEC P8

[illegible]

3322.06 SONIC DISTRUPTER

COST 60 GS ENC 4 AVAIL F SPEC P8

Although more powerful, the sonic distrupter rifle gas inside it is [illegible]

3322.07 STUNNER

COST 20 GS ENC 4 AVAIL F+ SPEC P7

[illegible]

3330 AMMUNITION

3330.01 ARROWS

COST 2 GU ENC 3S AVAIL A

[illegible]

3330.02 ATOMIC CELL

COST 5 GS ENC 1S AVAIL F+

[illegible]

operated in an electrical form. Although atomic cells provide [illegible]

3330.03 BOLTS

COST 4 GU ENC 4S AVAIL B+

[illegible]

3330.04 FUNCTION CELL

COST 2 GM ENC 10 PER 1S AVAIL B+

[illegible]

3330.05 POWER CELLS

COST 2 GC ENC 100 PER 1S AVAIL D

[illegible]

technology. Almost anywhere this cell is used, it can be replaced [illegible]

easily to remove it in a simple pull of a finger.

3330.06 SLAB AMMO

COST 2 GM ENC 2S AVAIL C

is simply a small cylindrical slab of meta, which is turned to [illegible]

3340 WEAPON ADDITIONS

3340.01 ATOMIC CELL & ADAPTER

COST 1 GS ENC 2S AVAIL D

[illegible] place of a power cell. Its shape is roughly rectangular, but with an [illegible]

3340.02 BOOSTER

COST 2 GS ENC 5S AVAIL F+

A booster is a small device which fits at the end of certain energy [illegible]

3340.03 SCOPE

COST 1 GS ENC 5S AVAIL D-

[illegible] hitting a target. Scopes are infra red to display heat outlines, even in darkness.

3340.04 TRACER

COST 5 GC ENC 2S AVAIL D+

A tracer is a tiny device which fits onto a scope and fires a harm[illegible] target location lit up with the beam. It is easier to hit a target. Section 2.54NN deals with this topic in more detail.

3410 CAPSULES

[illegible] quantity (a very important consideration for the early colony, [illegible]

3410.01 BARRIER

COST 1 GM ENC 2S AVAIL C-

Barrier capsules expand to a 5 meter radius flat crystalline lattice. [illegible]

3410.02 BLINDER

COST 1 GM ENC 2S AVAIL C

This capsule produces a cloud of clear odorless gas which temporarily blind any air-breathing creature which inhales [illegible]

3410.03 COLD

COST 15 GL ENC 2S AVAIL C

[illegible]

3410.04 FIRE

COST 1 GM ENC 2S AVAIL C

Fire capsules break open to release a low temperature flammat[illegible] substance which explodes in a flash of heat. The damage [illegible]

3410.05 FLARE

COST 2 GL ENC 2S AVAIL B+

Flares give off a bright white light when broken. The light lasts about 2 hours.

3410.06 FOOD ODORS

COST 1 GL ENC 2S AVAIL B

[illegible] sneak attack. Determine the interest of a creature by a 2D6 [illegible]

3410.07 KNOCK OUT

COST 3 GM ENC 2S AVAIL D-

[illegible] round that the gas is inhaled, a creature will lose 15 Stam[illegible] points. It is possible for characters to hold their breath for a [illegible] while. Once a creature takes one breath of the gas, it is impos[illegible] induced sleep is determined by the unconsciousness table located in section 2.52NN.NN1.

3410.08 REPEL

COST 1 GM ENC 2S AVAIL B

[illegible] by some horrible beast and a repel capsule was thrown between [illegible] the creature will back off. Like the food odors capsule, a 2D6 is [illegible]

3410.09 SMOKE

COST 2 GL ENC 2S AVAIL B+

These capsules emit a large, thick cloud of black smoke which [illegible] harmless if inhaled, but is thick and will linger for about an hour unless a heavy breeze blows it away. The cloud will expand to [illegible]

3410.10 T.J.

COST 1 GM ENC 2S AVAIL A

[illegible] within a 1 meter radius of the capsules explosion. The loud sound that accompanies the blast can be heard from a great distance.

3410.11 TANGLER

COST 3 GM ENC 2S AVAIL D

These capsules explode into a bundle of plastic strands which spray out about a meter in all directions and then contract tightly. Creatures will suffer 3 points of bulk damage per round until the strands are cut buy an edged weapon or pulled off by a strength [illegible]

3420 MEDALLIONS

[illegible] doorways and passageways can detect the presence of a medallion automatically opening only if the individual has a high [illegible] has weakened the surface of the micro code. Medallions are [illegible]

[illegible] details of these overlap. Note however that a medallion of a given [illegible]

[illegible]

3421 COMMON MEDALLIONS

3421.01 COMMON 1 (RESTRICTED)

COST 1 GM ENC 2S AVAIL B

[illegible] on its coverages are quite minimal. Restricted medallions can [illegible]

3421.02 COMMON 2 (STANDARD)

COST 2 GM ENC 2S AVAIL B+

[illegible] doors in non restricted Earth installations.

3421.03 COMMON 3 (PRIVILIGED)

COST 4 GM ENC 2S AVAIL C+

[illegible]

3422 USER MEDALLIONS

3422.01 USER 1 (SERVICE)

COST 5 GM ENC 2S AVAIL B

Small, task oriented Earth items require the use of a USER 1 [illegible]

3422.02 USER 2-6 (TEC LEVEL A-F)
COST LISTED ENC 2S AVAIL LISTED

[illegible]

3422.03 USER 7-8 (SERVICE)
COST LISTED ENC 2S AVAIL LISTED

[illegible]

3422.04 USER 9 (MASTER)
COST [illegible]GS ENC [illegible]S AVAIL F

[illegible]

tions 1 through 4

3422.05 USER 10 (ULTIMATE)
COST 120 GS ENC 2S AVAIL F-

[illegible]

ry All portable energy weapons (assuming a H, [illegible] or Pund[illegible] medallions are extremely rare. There are perhaps [illegible] in em[illegible]

3423 POWER MEDALLIONS

3423.01 POWER 1-3 (L,M,H PATROL)
COST LISTED ENC 2S AVAIL LISTED

[illegible]

USER 4 devices

3423.02 POWER 4 (SQUAD)
COST 5 GC ENC 2S AVAIL D-

[illegible]

3423.03 POWER 5-7 (L,M,H ASSUALT)
COST LISTED ENC 2S AVAIL LISTED

[illegible]

and can activate objects requiring up to USER 7 status.

3423.04 POWER 8 (HIGH SECURITY)
COST 5 GS ENC 2S AVAIL F

[illegible]

3423.05 POWER 9 (MASTER SECURITY)
COST LISTED ENC 2S AVAIL LISTED

[illegible]

3423.06 POWER 10 (ULTIMATE SECURITY)
COST LISTED ENC 2S AVAIL LISTED

[illegible]

ever produced.

3430 CLASS 1 EARTH ITEMS

[illegible]

a support function. Listings of "normal drain" for power co[illegible]

[illegible]

3430.01 BREATHER
COST 3 GM ENC 3S AVAIL C+ SPEC U2

A breather is a device enabling air breathing creatures to ex[illegible] underwater for up to 6 hours. Powered by a function cell, [illegible]

[illegible]

3430.02 CLIMBERS
COST 5 GM ENC 1 AVAIL B- SPEC U2

Climbers can be used for 10 minutes of climbing at a time. In a[illegible]

[illegible]

3430.03 COMLINK
COST 5 GL ENC 4S AVAIL B+ SPEC U1

[illegible]

JOB ONE. They can be tuned to any of over a million channels.

3430.04 ENERGY DETECTOR
COST 8 GL ENC 4S AVAIL A SPEC U1

[illegible]

3430.05 GAS MASK

COST 4 GM ENC 1 AVAIL C SPEC U2

[illegible] the user. Gas masks are powered by a function cell for a few [illegible]

3430.06 GLIDER

COST 2 GC ENC 1 AVAIL C SPEC U2

[illegible]

3430.07 GRAVS

COST 3 GM ENC 1 AVAIL C SPEC U2

[illegible] minute, lighter weights for a longer time.

3430.08 LOCATOR

COST 1 GM ENC 2S AVAIL C+ SPEC C1

This device is used to find a location once traveled to. The locator [illegible] town would also be displayed. This device is powered by a func[illegible] single locator.

3430.09 POWER GRAPPLE

COST 2 GC ENC 3 AVAIL D- SPEC U3

The power grapple is a device which allows characters to scale [illegible] ground. The device projects a force beam which must hit a hard [illegible] lifted up with the user. Power grapples require a power cell for 10 [illegible]

3430.10 POWER STEP

COST 1 GC ENC 5 AVAIL D SPEC U4

[illegible] to 10 meters. Control is established by means of a single dial. The [illegible]

3430.11 POWER TORCH

COST 1 GC ENC 2 AVAIL C SPEC U2

[illegible] metal. This device is powered by a power cell for 1 hour of use.

3430.12 RECEIVER

COST 5 GM ENC 3S AVAIL C- SPEC NONE

A receiver is used to pick up the transmitted signals of a tracer (see section 3430.18). A small display indicates the distance and [illegible]

3430.13 SCREAMER

COST 5 GM ENC 1S AVAIL C+ SPEC U2

[illegible] are within 20 meters. Screamers are powered by a function cell [illegible]

3430.14 SIGHT LIGHTS

COST 5 GL ENC 1 AVAIL B+ SPEC C1

[illegible] given off can be focused into a cone of light if desired.

3430.15 SNAG

COST 1 GC ENC 5S AVAIL C SPEC U1

A power grapple is a small grav-stized device which exerts a [illegible] the pull is adjustable from 0 to 1 point (enough to grab any object [illegible] by this device although objects in the hands of a creature can be [illegible] section 2.5110.NN). This device is operated by a function cell for 5 ten second usages.

3430.16 SOUND SCOPE

COST 8 GM ENC 1 AVAIL B- SPEC P1

[illegible] sound of a footstep at a distance of over a 100 meters. The sound [illegible]

3430.17 TEC-ROPE(5M SECTION)

COST 5 GM ENC 1 AVAIL C SPEC NONE

Tec-rope is a development of the 23rd century which serves the [illegible] together. It coils up with a simple twist of dial and it requires no power source. Note that each 5 meter piece of tec-rope can be [illegible]

3430.18 TRACER

COST 3 GL ENC 1S AVAIL C+ SPEC P4

A tracer [illegible] as a power cell. It directs a receiver (see description of a receiver [illegible]

3430.19 TRANSLATOR

COST 6 GM ENC 1S AVAIL D- SPEC C2

[illegible] versa. This device requires a function cell for operation (minimum [illegible]

3430.20 UTILITY POLE

COST 5 GM ENC 2 AVAIL D- SPEC U1

A utility pole produces a beam of force which extends 10 meters [illegible] Up to 500 pounds of material can be lifted by a utility pole, but all [illegible] power cell for 1 hour of operation.

3430.21 VERIFIER

COST 4 GM ENC 1S AVAIL C SPEC P1

A verifier is a voice stress detector. Worn snugly in the palm of its user, it produces a slight tickle sensation if it detects a lie being [illegible] erate on a function cell (minimum drain).

3430.22 VIEWERS

COST 1 GC ENC 4S AVAIL D+ SPEC P1

[illegible] magnify so powerfully that a one-inch object viewed at a distance [illegible] prints. Viewers are powered by a function cell (minimum drain).

3440 CLASS 2 EARTH ITEMS

[illegible] perform offensive and defensive functions as well as assis[illegible] limited tasks.

3440.01 ALERT POD

COST 1 GC ENC 1 AVAIL F+ SPEC P2

[illegible] they were constantly awakened whenever an insect or bird cam[illegible] of operation.

3440.02 BINDERS

COST 3 GC ENC 5S AVAIL D SPEC P+

Binders are high tech handcuffs. When activated by a sma[illegible] comfortable to wear. A power cell operates this device [illegible]

3440.03 CONTROLLER

COST 1 GS ENC 1S AVAIL F SPEC P7

A controller is a device which causes a creature to obey any com[illegible]mands given it by a transmitter (see section 3440.14 for detail[illegible] and requires a power cell for every 7 days of use. Obviously, cre[illegible] device.

3440.04 CRYSTAL CONSTRUCTOR

COST 6 GC ENC 3 AVAIL D- SPEC U5

[illegible] structor will spray out a shiny steel-blue beam about 1 meter [illegible] metal, but cannot be used as armor (it shatters if broken in a [illegible] approximate area of 3 meters by 3 meters. This device was [illegible]

3440.05 DEFLECTION BANDS

COST 4 GC ENC 4S AVAIL D+ SPEC P4

[illegible] wise, swell up. Deflection bands require one power cell for 10 c[illegible]

3440.06 FORCE WALL
COST 1 GS ENC 10 AVAIL D SPEC U7

This device creates a 2000 point force field in the shape of a 4x4 [illegible] Space is provided for 10 cells. An atomic cell can be attached to [illegible]

3440.07 FUNCTION CELL REJUVENATOR
COST 2 GS ENC 1 AVAIL D SPEC U1

A function cell rejuvenator uses 1 power cell to fully recharge 20 [illegible] atomic cell can perform the same task in 20 rounds.

3440.08 LIFE SCOPE
COST 5 GC ENC 1 AVAIL D SPEC U3

This device gives a readout of all life forms within 10 meters. Basic [illegible]

3440.09 POWER CELL REJUVINATOR
COST 2 GS ENC 1 AVAIL D SPEC U1

A power cell rejuvenator requires an atomic cell to recharge 10 power cell in 5 minutes (1 per 15 rounds).

3440.10 POWER SHIELD
COST 6 GC ENC 4 AVAIL D- SPEC U7

This device is worn about on a belt and creates a 200 point force field which protects the belt's wearer. The shield acts as a mem- [illegible] power cell which keeps the shield up for 1 hour or until all of its energy has been used in deflecting damage. Note that a power [illegible]

3440.11 POWER STRIPPER
COST 2 GS ENC 1 AVAIL F SPEC U8

A power stripper is an armed device which will drain the energy [illegible] The impact location is a sphere 1 meter in diameter. The maximum range of this device is 20 meters. Treat it as an energy [illegible] power cell for each usage. They can hold 10 cells at a time.

3440.01 THROW EXPLODES
COST 5 GC ENC 2 AVAIL D SPEC P7

A throw explodes is a sort of sonic hand grenade. Once det- [illegible] explodes require a power cell. Note that a POWER 7 or higher [illegible]

3440.02 TRANSMITTER
COST 2 GC ENC 1 AVAIL F SPEC P7

[illegible]

3440.03 TRAVEL BAND
COST 1 GS ENC 3 AVAIL D SPEC U7

A travel band is worn around the waist and responds the its user's [illegible] fast (30 meters/round = 35 miles/hour = 55 kilometers/hour) [illegible] a power cell for 1 hour of operation. There is room for 10 cells with in the unit. An atomic cell can power a travel band indefinitely.

ARMOR 3500

3510 **ARMORING MATERIALS**
3520 **FORMS OF ARMOR**

3510 ARMORING MATERIALS

The following is a list of different materials used in making armor [illegible] purchase of a suit of this type of armor.

3510.01 HIDE
COST 5 GO ENC 15 AVAIL A

[illegible] molos: a sort of large JORUNE water buffalo. This skin is cured [illegible]

3510.02 FUR
COST 1 GL ENC 20 AVAIL A

[illegible]

3510.03 BONE
COST 5 GL ENC 25 AVAIL B

Bone armor is made from the skeletal remains of drouns kept a [illegible] metal and the composite armor is left to harden in a bath of gee- [illegible]

3510.04 CARAPACE

COST 6 GC ENC 40 AVAIL B

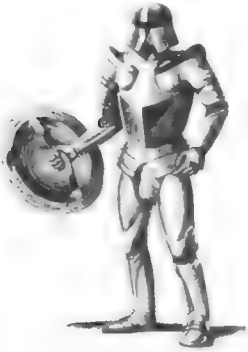
[illegible] armor is made from the [illegible] [illegible] [illegible]

3520.11 LIGHT SHIELD

A light shield is a circle of wood 1 foot in diameter. Although [illegible] protective, the basic purchase of a shield does not include anything but wood.

3520.12 HEAVY SHIELD

A heavy shield is built to wood and has a 2 foot diameter. The shield is held to the hand by leather palm and arms straps.



3600 TRANSPORTATION

3610 **MOUNTED**
3620 **EARTH-TEC**
3630 **SHIP**

3610 MOUNTED TRAVEL

3610.01 BOCHIGON

COST 1 GC ENC 2200 AVAIL D-

Bochigon are enormous beasts of burden. They can lift 6000 pounds without belaboring themselves. Bochigon travel at a rate of 30 kilometers/hour, or about 15 meters per round. Top speed of a bochigon is 25 meters/round. They can be ridden for up to 8 [illegible] times which are to them the size of mice requires years of pa[illegible] the bushes or cross a river at a point of their own choosing [illegible]

3610.02 TALMARONS

COST 3 GC ENC 250 AVAIL D

[illegible] of flying with passengers. The maximum weight limit of a tal[illegible] 20 meters per round. Talmarons can be flown for periods up to 6 [illegible]

3610.03 THOMBO

COST 5 GC ENC 400 AVAIL B-

[illegible] for periods up to 6 hours per day carrying 400 pounds. Thombo [illegible]

For an extra 10 Gemlinks, a character can purchase a thombo with a 600 pound carrying limit. The availability of such thombos [illegible]

3620 EARTH-TEC

3620.01 GRAVER

COST 3 GS ENC 20 AVAIL F+ SPEC U7

A graver is a high speed anti-gravity pursuit vehicle. Gravers re[illegible] maneuvers, sustained by an atomic cell. The top speed of a graver is 100 kilometers per hour (60 meters per round). The partial anti-[illegible] gravities in comfort, this translates into a turning radius [illegible] 10 point soft force field which will repel the graver from possible [illegible]

3620.02 TRAVEL POD

COST 1 GS ENC 10 AVAIL F SPEC U1

A travel pod is a small platform control station which can move [illegible] of 10 meters per round for a period of 1 hour per power cell. An atomic cell will run this device indefinitely. A 5 point force field is [illegible]

3620.01 GRAVER

COST 20 GS AVAIL D

[illegible] the JORUNE equivalent of a [illegible] any other ocean going vessel. Most of these ships are built alike [illegible]

3620.06 SEEDRU SHIP

COST 1 GC AVAIL D+

[illegible]

3630 SHIPS

[illegible] JORUNE [illegible] The availabilities listed indicate the chance that a ship is for sale [illegible]

3620.01 CARGO SHIPS

COST 4 GS AVERAGE AVAIL F-

[illegible] Although styles vary the standard cargo ship has a crew of about [illegible] and 1 Gem a day to stay in the Kesht living quarters. Cargo ships travel anywhere from 50 to 250 kilometers a day depending upon [illegible]

3620.02 DINGY

COST 4 GL ENC 200 AVAIL C+

A dingy is a small 3 creature boat. At a length of 3 meters, a dingy [illegible] speed of a dingy is very complex because it depends so much upon the creatures doing the paddling. An average speed of 5 kilometers per hour for 3 Humans paddling is a reasonable first [illegible]

3620.03 FIGHTING SHIP

COST 25 GS AVAIL F-

[illegible] averages on 150 kilometers a day, however speeds may vary as low as 50 and as high as 250 kilometers day. The weapons of a [illegible] JORUNE [illegible]

3620.01 PUNDIT SHIP

COST 3 GS AVAIL D+

[illegible]

3620.01 RAFT

COST 5 GO ENC 200 AVAIL C-

A raft is no more that a few logs and planks roped and nailed together (the JORUNE equivalent of a nail is actually the leg of [illegible] current to propel them. Rafts can carry about 1000 pounds and [illegible] can tip widly if jostled.

3700 SHANTHIC ITEMS

3710 SHANTHIC SWORD

SEE TABLE T3000 SHANTHIC ITEMS

[illegible] weapons of a magnificent calibre. These white blades are light [illegible] Because of their light weight Shanthic blades enjoy a -2 to hit [illegible] The extra damage done by Shanthic weapons is detailed [illegible]

3720 CLE-ESHTA

[illegible] to magnify their abilities. With a cle-eshta, a Shanthic priest ca[illegible]

3730 KEEPER ROD

COST MORE THAN 5 GM ENC 3 AVAIL LESS THAN D-

[illegible] artifacts to be used later in combat or as food (ritualistic comb[illegible] is a large part of Shanthic culture). To determine the creature [illegible] side the rod roll a D6. On a roll of 1-4 the creature is [illegible] section 2.2310). To release creatures from the rod, a user simp[illegible] about 3 meters before forming into the creature. There [illegible]

3800 MISCELLANEOUS ITEMS

3810 **BARBARIAN LONG BOWS**
3820 **BOC-RODS**
3830 **CRYSTALS**
3840 **ORGANIC MATERIALS**
3850 **CULTURAL OBJECTS**

3810 BOCCORD LONG BOW

COST 1 GM ENC 2S AVAIL C-

[illegible] ORUNE [illegible] requires a pull far greater than a Human could muster. Boccords [illegible]

3820 BOC-RODS

COST 3 GS ENC 4 AVAIL F+

[illegible] and store it for later use. For every 10 points of energy that the boc rod accepts, 1 point can be expelled in the form of a power [illegible] those their value points by carrying around a boc rod.

3830 CRYSTALS

[illegible] JORUNE. [illegible] Where they [illegible] have been [illegible]

Each of the ten crystals glows a different color and contains a di[illegible] more precise in their usage of crystals). This takes 5 rounds to [illegible] a crystal's power in a single round. Although the wording may [illegible] they do not actively do anything; they transfer a certain form of [illegible]

The brightness of a crystal's glow indicates the amount of energy [illegible]

3830.01 BLACK

COST 2 GC ENC 1S AVAIL D+

The use of a black crystal projects a black orb from the palm of [illegible]

3830.02 BLUE:DEFLECTOR

COST 2 GC ENC 1S AVAIL C-

[illegible]

3830.03 CLEAR: SUPER REGEN

COST 25 GM ENC 1S AVAIL C-

[illegible] uses can be saved (1/5 * Armor Cost Multiplier) usages of a clear [illegible] they never fell below 5 HK Points.

3830.04 GOLD FLAKE: VALUE POINTS

COST 35 GM ENC 1S AVAIL D

[illegible]

3830.05 GREEN

COST 5 GC ENC 1S AVAIL D-

[illegible]

mbs varies with the injury, three weeks for a missing arm to two [illegible]

3830.00 ORANGE:CHARACTERISICS

COST 3 GC ENC 1S AVAIL D+

Orange crystals increase a creatures Strength, Dexterity, Aim [illegible]

T3830.06 ORANGE CRYSTAL'S EFFECT

ROLL:	CHARACTERISTIC:	ROLL:	CHARACTERISTIC:
1-5	STRENGTH	14-16	SPEED
6-10	DEXTERITY	17-19	STAMINA
11-13	AIM	20	ALL

3830.07 RED: DAMAGE

COST 1 GC ENC 1S AVAIL C

This crystal is thrown after its user concentrates upon **red**. After it has been activated by thought, it will explode in 2 rounds (4 [illegible]

2404.04 for details on this mutation). Creatures within 1 meter of [illegible]

roll of 5 or higher on a D20. Creatures within 5 meters are hit by one blast on a roll of 15 or higher on a D20. Assess the damage to [illegible]

3830.08 SILVER: SHANTHIC

COST 2 GC ENC 1S AVAIL F-

[illegible]

form specific tasks. A few common functions of silver crystals are [illegible]

ance of crystal capabilities is a very delicate matter.

3830.09 WHITE: WARPS

COST 9 GC ENC 1S AVAIL F+

This crystal is possibly the most powerful of all. It throws off [illegible] JORUNE (read section 1.7800 for details on warps). To be [illegible] below. A dark warp is created on a roll of 6 on a separate D[illegible]

T3830.09 WARP DESTINATION

ROLL:	DISTANCE TO WARP DESTINATION:	ROLL:	DISTANCE TO WARP DESTINATION:
1	WITHIN 100 METERS	4	D100 KILOMETERS
2	D6 KILOMETERS	5	D1000 KILOMETERS
3	D20 KILOMETERS	6	D10000 KILOMETERS

3830.10 YELLOW: MUTATIONS

COST 3 GC ENC 1S AVAIL D

[illegible]

ergy. The result is a release of Power Orb, traveling out from the [illegible]

3840 ORGANIC MATERIAL

3841 **LIMILATES**
3842 **POISONS**
3843 **DRINKS**

3841 LIMILATES

[illegible]

below.

3841.01 CRUMBLE

COST 6 GM ENC 4S AVAIL C-

[illegible]

Crumble burns a hole right through most materials in a matter [illegible]

through 1 foot. The acid vaporizes as it eats away. The amount sold for 6 Gems is enough to burn a 3 inch hold 1 foot through [illegible]

3841.02 DALLIN +10 HPTS

COST 3 GM ENC 4S AVAIL C-

[illegible] hour is required for the ingestion and digestion of the dallin limalate. Only the first usage of this limlate in a 24 hour period will have any beneficial effect. Dallin is taken from the root of a plant which grows only in dense jungle.

3841.03 DAWSOO: -10 TO DEXE

COST 5 GM ENC 4S AVAIL D

If a weapon coated with this limlate penetrates skin (does 1 or [illegible] 6 hours. The effect is almost instantaneous.

3841.04 DRUC:-10 TO STR

COST 55 GL ENC 4S AVAIL D

[illegible] weapons. The effects of druc are full after a second or two and last for 6 hours.

3841.05 GLOW MOSS

COST 15 GL ENC 4S AVAIL C

Glow moss gives off a cool greenish-white light when placed underwater. As it is a living organism, it does not stop glowing un[illegible] kept wet in order to glow. It is perfect to use as a torch wrapped around a stick.

3841.06 MATHIN

COST -- ENC -- AVAIL

Mathin [illegible] creases a characters Dexterity and Aim by 10 points just for [illegible] tauthau. One whiff is all it takes to knockout a Trarch for several hours.

3841.07 TAUTHAU:

COST 12 GL ENC 4S AVAIL C-

[illegible] tauthau. One whiff is all it takes to knockout a Trarch for several hours.

3841.08 QUETH: +15 STA

COST 2 GM ENC 4S AVAIL C

Taken internally, queth adds 15 points to a creatures Stamina for 6 [illegible] a bit and will sweat feverishly.

3841.09 VERTH

COST 1 GM ENC 4S AVAIL B-

The verth limlate increases a creatures Hit Points by 10 for a 1 [illegible]

3842 POISONS

3842.01 AMMATHAC

COST 2 GC ENC 4S AVAIL F-

[illegible] ers actions will seem a bit odd for the first few minutes after [illegible]

3842.02 KEPORRIC: SLEEP

COST 3 GM ENC 4S AVAIL C-

Keporric is a blue fluid taken from a leaf which grows in the Te[illegible]

3842.03 KOSS:DESTROYS WILL

COST 5 GC ENC 4S AVAIL D-

[illegible] after ingesting koss, a creature will obey any orders put in an [illegible]

3842.04 QUILL:KILLS

COST 1 GS ENC 4S AVAIL F-

[illegible] last time. Quill is very rare and precious. It is extracted from a Ra[illegible]

3842.05 TALNISPON:WEAPON POISON

COST 2 GC ENC 4S AVAIL D

This is the generic poison placed on swords and arrows. If the [illegible] plication. The cost of 2 Gemclusters assumes a poison level of 10 [illegible]

3842.06 VIRN:HARNESS

COST 5 GC ENC 4S AVAIL C

[illegible] not cross the mind of a virn victim. One dose of virn lasts for a [illegible]

3843 DRINKS

3843.01 CUTHT:BRONTH FAVORITE

COST 3 GU ENC 4S AVAIL B

This is the favorite drink of Bronth. Cutht is a mild drink that gives [illegible]

3843.02 RUSPER

COST 2 GL ENC 4S AVAIL D+

This rare and highly sought after drink is a treasure to be con [illegible]

3843.03 SCOLIAN RUSPER:BAD RUSPER

COST 1 GO ENC 4S AVAIL B+

[illegible]

3843.01 TAE-AH:CRUGAR

COST 1 GU ENC 4S AVAIL B

[illegible] and crushed [illegible] effect that keeps [illegible]

3843.01 THESPERI:RAMIANS

COST 5 GU ENC 4S AVAIL C+

[illegible] brew that tastes as bad as it smells. [illegible] become apparent a few seconds after the first sip.

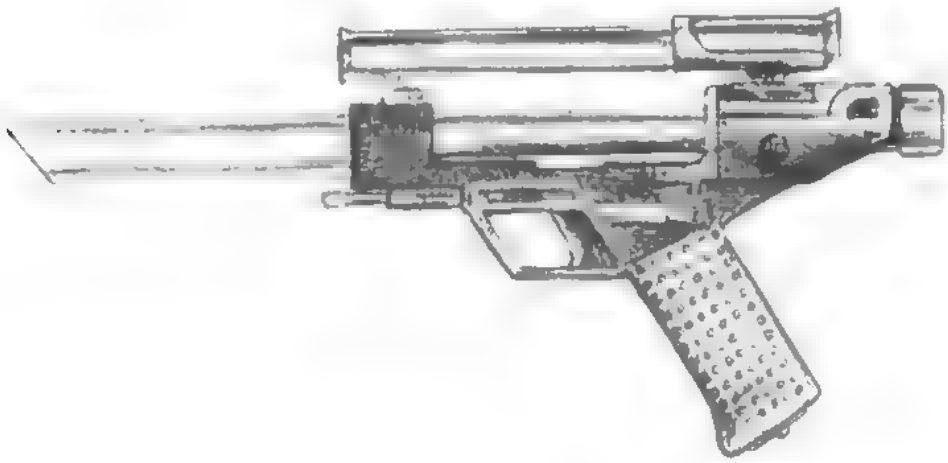
3850 CULTURAL OBJECTS

[illegible] way but influence [illegible] play in a different way. They are objects of cultural significance [illegible] the responses [illegible] creatures [illegible] Every [illegible] items of [illegible] value which are [illegible]

3850.01 BLOSHT

COST 1 GL ENC 4S AVAIL F+

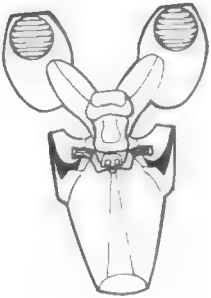
[illegible] has found a blosht, put it around his neck and been promptly killed by a Wollen. To understand this object fully, some history [illegible] were struck by a plague which killed them by the thousands. [illegible] items are usually [illegible] haters.



3850.02 COLEEL:SALU WEALTH

COST 5 GM ENC 1 AVAIL C

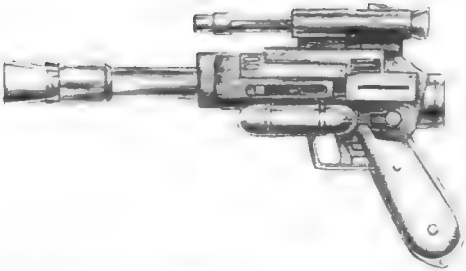
[illegible]



3850.03 SIV ESTON

COST - - ENC 1 AVAIL

A Siv Eston [illegible]



4000 ACQUIRED TALENTS

4100 SKILL CLASSES
4200 SPECIFIC SKILLS

Skill Classes require past devotion of years to acquire. Specific [illegible] Skills can what be learned.

[illegible] vice versa. A roll of 6 on a D6 shows this to be the case. Such [illegible]

[illegible] tages indicate the chance of characters gaining a bonus due to [illegible]

ED PTS:	SPECIAL SKILL:	1ST	2ST	3ND	4RD	5TH	6TH	7TH	8TH
2	LEADERSHIP	30%	40%	60%	80%	85%	90%	95%	98%
1	CHOOSE WARRIORS	10%	25%	40%	50%	-	-	-	-
1	TACTICS: SMALL	10%	20%	30%	40%	50%	60%	70%	75%
2	TACTICS: LARGE	5%	10%	15%	20%	25%	40%	60%	80%
2	FIND WEAKNESS	5%	10%	15%	20%	25%	30%	35%	40%
1	REPORT SKILLS	10%	30%	50%	60%	65%	70%	-	-

T4102.00 SPECIAL BATTLE TACTICS

4100 SKILL CLASSES

[illegible]

4101	ARCHER	6
4102	BATTLE TACTICS	7 C
4103	CAJI SKILLS	5
4104	COMBAT	8
4105	ETIQUETTE	3 C
4106	HEALER	6
4107	ISCIN SCIENTIST	5 C
4108	ORATOR	8
4109	SHANTHIC COMBAT	14 T
4110	STALKER	10 T
4111	THIEF GITHERIN	10
4112	TRADES PERSON	10
4113	TRAINER	4
4114	TRANSLATOR	8

4101 Archer

Characters of this skill class add 5 points to their Aims. Since [illegible] ense in Aim archers may choose a -1 to hit (minus numbers in [illegible]

4102 Battle Tactics (CITY ONLY)

[illegible] s of combat tactics and strategy. Learning such [illegible] a sense of honor and dignity in the student. Those [illegible] such characteristics in the eyes of their trainers [illegible] a small decorative neck band which is [illegible]

[illegible] tactics is somewhat elite. The Chasagis [illegible] elderly warriors with histories rich in

[illegible] of battle [illegible] The [illegible]

SAMPLE

Borv Andran the Boccord has chosen battle tactics as a one [illegible] Spending 6 of his Education points Borv becomes capable of 3rd tier leadership skills with a 60% chance of having [illegible] without question.

4102.01 Leadership

[illegible] The best of [illegible] subordinates.

4102.02 Choose Warriors

[illegible] selecting the crea- [illegible] there are a number of possible choices. A dud remains a dud even if a lucky roll is made.

4102.03 Tactics: Small

This is a skill in organizing small groups of creatures into effective [illegible] success.

4102.04 Tactics: Large

[illegible] and execution of [illegible] [illegible] of the character.

[redacted]

4102.05 Find Weaknesses

Characters with this skill are often able to find weaknesses in con- [illegible] battle [illegible] per-village charge. [illegible]

4102.06 Reports

[illegible] creatures [illegible] and having [illegible] information.

4103 Caji Skills

Caji start experimenting [illegible] JORUNE [illegible] JORUNE. [illegible] Caji [illegible] spent [illegible] the most necessary. [illegible] Caji [illegible] tempted some of the more powerful.

As Caji age, their minds become more [illegible] JORUNE energy, they become [illegible] energy surrounding [illegible] tempts to dispell energy in a precise form will result in wildly dif- [illegible] energy spewing [illegible] the Caji can only regain the skill on a roll of 6 on a D6 for each [illegible] of serious effort.

[illegible] ther bodies have spent too much time in a tense, high energy state, they start to bleed energy off naturally a discomforting pro cess which usually occurs when they are most relaxed in a deep sleep. [illegible] Caji characters add 1 to their Effective Level.

4104 Combat Skills

[illegible] those growing up in cities.

Characters with basic combat skills add 3 points to their Strength and Dexterity. [illegible]

[redacted]

T4104.00 COMBAT SKILLS	
ED PTS: SKILL:	ED PTS: SKILL:
1 WITH SWORD WEAPONS	1 WITH AXE WEAPONS
1 WITH POLE ARMS	1 WITH MACES & CLUBS
1 WITH MORNING STAR	1 WITH KNIFE WEAPONS
1 WITH FIST & LEGS	1 WITH A STAFF
2 FOR DUAL HANDED COMBAT	
CHARACTERS WITH COMBAT SKILLS ADD: 3 POINTS TO STRENGTH & 3 POINTS TO DEXTERITY	

4105 Etiquette (CITY ONLY)

[illegible] JORUNE [illegible]

The number of points needed to achieve a higher plateau of social [illegible] test tier of ability gives a character a 50% chance of acting correctly in a social situation. The second tier increases this [illegible] crease in benefit as the points are spent on a race repetitively.

T4105 ETIQUETTE			
POINTS:	RACE:	POINTS:	RACE:
1	ACUBON	2	POCNOT
1	BARBARIAN	1	PUNOIT
1	BOUDER	3	RAMIAN
2	BLGUNT	1	SALL
1	BRONTH	6	SHANTHA
1	CAJI	2	THRIGGLE
1	CORASTIN	1	THIVING
1	CROID	2	TOGAR
2	CRUGAR	2	TRARCH
2	DEMDOR	3	WALLUSK
1	HUMAN	1	WOFFEN
1	KNIK		

50% FIRST TIME TAKEN, +10% EACH ADDITIONAL UNTIL 98%
THEN, +2% EACH ADDITIONAL, 98% MAXIMUM
APPLY PLUS A FEW % IN EASY SITUATIONS, MINUS A FEW % IN

THUS: 1ST TIME TAKEN =>	50%	6TH =>	92%
2ND =>	60%	7TH =>	94%
3RD =>	70%	8TH =>	96%
4TH =>	80%	9TH =>	98%
5TH =>	98%		

THUS, CRUGAR ETIQUETTE TAKEN AT THE 9TH TIER (98% CHANCE OF BEING CORRECT DURING A TYPICAL SOCIAL ENCOUNTER WITH THE HIGH STATUS CRUGAR) REQUIRES 18 EXPERIENCE POINTS

[redacted]

- [redacted] Education
- [redacted] area to a 90% proficiency.

4106 Healer

[redacted] each day of healing roll a D6. On a roll of 6 the healer is out of [redacted]

4107 Iscin: Scientist (CITY ONLY)

Iscin are characters with an interest in science. It is assumed that [redacted]

T4107 ISCIN: SCIENTIST

ED POINTS: SPECIALTY: 1ST 2ND 3RD 4TH 5TH 6TH 7TH 8TH

1	BIOLOGY	5%	10%	20%	30%	40%	50%	60%	70%
1	CULTURES (1)	5%	10%	20%	30%	40%	60%	80%	95%
2	DESIGN	5%	10%	15%	20%	25%	30%	35%	40%
2	GEOGRAPHY	5%	20%	30%	40%	50%	60%	70%	90%
2	EARTH TECH	20%	50%	65%	75%	85%	90%	95%	98%
1	GEOLOGY	5%	10%	20%	30%	50%	60%	80%	95%
1	HISTORY (1)	15%	25%	35%	55%	65%	75%	85%	95%
5	MATERIALS	5%	10%	15%	-	-	-	-	-
1	METEOROLOGY	15%	25%	30%	40%	75%	90%	-	-
2	WARP MAPPINGS	5%	10%	40%	60%	80%	90%	95%	98%

4107.01 Biology

Iscin with a strong emphasis in biology have a good chance of [redacted] volging any information about a creature that the Iscin player [redacted]

4107.02 Cultures (1)

[redacted] Iscin [redacted] cultures.

4107.03 Design

[redacted] have a good knak at figuring out a way to [redacted] simple, straightforward devices on a roll [redacted]

4107.04 Geography

[redacted] JORUNE [redacted] T4107.

4107.05 Geology

[redacted] JORUNE [redacted] indicate whether the character is able to determine anything [redacted] 20 by 20 meter, 40 by 40 [redacted] whether there might be any mineral [redacted]

4107.06 History

This study involves one particular portion of JORUNE history, [redacted]

4107.07 Materials

Iscin with materials knowledge are able to forge new metals [redacted]

4107.08 Meteorology

[redacted] JORUNE [redacted] the character is still provide with a weather forcast, one which is flawed in some way.

4107.09 Warp Mappings

[redacted] JORUNE [redacted] reduce the time required to 2 hours.

4108 Orator Ahdis

Orators are characters capable of [illegible] words voice [illegible] probabilities listed below represent [illegible] Ahdis as they are called [illegible] influence a crowd. Note that the probabilities [illegible] average level of creatures [illegible] quests. Although [illegible] Note however that the probabilities are lower than those listed.

T4108 ORATOR OR AHDIS

CHANCE OF SWAYING A GROUP OF CHARACTERS OF A GIVEN LEVEL
2 POINTS NEEDED FOR EACH TIER

LEVELS:	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
0	15%	20%	30%	35%	40%	45%	50%	55%	60%
1-3	5%	10%	12%	14%	16%	18%	20%	25%	30%
4-6	-	5%	8%	10%	12%	14%	16%	18%	20%
7-10	-	-	1%	2%	3%	4%	4%	4%	5%
11&UP	-	-	-	-	-	-	-	-	-

4109 Shanthic Combat (TRIBE ONLY)

During ages long since forgotten, the Shanthic [illegible] of combat based upon their religious [illegible] Although very [illegible] strength [illegible] of displaying [illegible] Sword, Shield, Spear.

Only characters living in a tribal setting could receive this type of training. [illegible] and Baccord. Characters choosing this skill must roll a 6 on a D6 [illegible] battle [illegible] serves.

Those able to master Shanthic Combat skills gain 3 points in Speed, 6 in Dexterity, and 3 in Strength. In addition such characters [illegible] listed below [illegible] Education [illegible]

T4109 SHANTHIC COMBAT

ED POINTS:	SPECIAL ABILITY	ED POINTS:	SPECIAL ABILITY
1	BLOCKING	3	LIGHT SWORD
3	EVASION	1	STRIKING HAND&FOOT
2	LEAPING	1	USE STAFF

4109.01 Blocking

Characters with this skill are able to block with an ability 2 points better [illegible]

4109.02 Evasion

[illegible]

4109.03 Leaping

[illegible] three as well.

4109.04 Light Sword

[illegible] of damage.

4109.05 Striking Hands and Feet

[illegible]

4109.06 Use Staff

[illegible] and block at +3 of normal. Add 3 points to the damage done by such attacks.

4110 Stalker (TRIBE ONLY)

Stalkers are characters who, in living under wilderness conditions have picked up a few helpfull skills. Such characters add 4 points to Speed. [illegible] special skills from the [illegible]

T4110 STALKER SKILLS

ED POINTS:	SPECIAL SKILL:	NONE	1ST	2ND	3RD	4TH	5TH
1	MOVE QUIETLY	25%	+5%	+10%	+20%	+40%	+55%
1	CAMOUFLAGE	+0%	+5%	+10%	-	-	-
2	THROWN WEAPONS		3	CLIMBING SKILLS			

[illegible] Move Quietly

[illegible]

[illegible] 02 Camouflage

[illegible]

[illegible] 03 Thrown Weapons

[illegible]

[illegible] 04 Climbing Skills

[illegible]

4111 Thief: Githerin (CITY ONLY)

[illegible] friendly. They have a bad reputation in towns and cities. Rarely [illegible]

[illegible]

T4111 GITHERIN

SP POINTS:	SPECIAL SKILL:	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH
1	ABDUCTION	15%	20%	25%	40%	60%	75%	85%	95%
[illegible]	GET LOST(15%)	20%	40%	75%	90%	-	-	-	-
[illegible]	LIE(20%)	50%	75%	85%	90%	95%	-	-	-
	LIE CAUS(40%)	5%	10%	15%	40%	60%	80%	90%	95%
	LIE 25%)	5%	10%	20%	40%	55%	-	-	-
	PICK LOCKS(5%)	10%	25%	40%	60%	80%	90%	95%	-
	SCALE WALL(25%)	30%	50%	85%	95%	98%	-	-	-
[illegible]	[illegible]	40%	50%	60%	80%	90%	94%	96%	98%
	[illegible]	60%	80%	90%	94%	96%	98%	-	-

4111 01 Abduction

This is a skill at subduing, binding and removing creatures without causing a bit to do. The listed percentage represent the [illegible] wanted creature [illegible]

4111 02 Get Lost

[illegible] who might be chased [illegible] the check is re-roled.

4111 03 Lie Convincingly

[illegible] creatures with Detect [illegible] man pulled by the Githerin never [illegible]

4111 04 Move Quietly

This is a skill which requires good coordination and agility. The [illegible] able to move passed a casually observed location avoiding [illegible]

4111 05 Pick Locks

This activity requires a one minute attempt (30 rounds) and some [illegible] percentages indicate [illegible] tempt fails. There is a 50% chance that a Githerin will give up an attempt if a failure is immanent.

4111 06 Scale Walls

[illegible] scale walls and climb [illegible] become quite [illegible] chance of success. [illegible] tempt fails. There is a 50% chance that a Githerin will give up an attempt if a failure is immanent.

4111 07 Steal Possessions

[illegible] the pick pockets [illegible] Few creatures [illegible]

4111 08 Torture

[illegible] Although loyalty varies from creature to creature, from race to [illegible]

4112 Trades Person

Many characters spend their early years [illegible], a trade. Although [illegible] the following is a list of trades which the character may have learned:

T4112 TRADES PERSON

ED POINTS:	TRADE:	ED POINTS:	TRADE:
5	ADMINISTRATION	6	RELIGION
4	ARMOR SMITH	8	TRADER
3	BUILDER	10	WEAPON CRAFTSPERSON
4	GROWER	5	WRITER

T4113 TRAINER SKILLS

ED POINTS:	SPECIALTY:	TIME:	ED POINTS:	SECIALTY:	TIME:
3	BOCHIGON	1YEAR	4	TALMARON	2YEAR
5	LIZOGOTH	6MTHS	2	TARRO	4MTHS
1	PIBBER	1MNTH	2	THOMBO	8MTHS

4112.01 Administration

Characters with skills [illegible] they [illegible] knowledge of [illegible] and [illegible] laws of property [illegible].

4112.02 Armor Smith

Characters with this skill have spent years [illegible] and designing armor. They understand [illegible] involved in working different [illegible] and armoring. Their [illegible] designers should not be underestimated.

4112.03 Builder

This skill entails knowledge [illegible] Construction, perhaps [illegible] buildings, ships, etc. The player character must generate the specifics.

4112.04 Grower

Much like yester years farmer [illegible] is useful for much of Burgundian society. Many [illegible] noted self sufficient life. The [illegible] years and seasons effect [illegible] with years of experience.

4112.05 Religion

JORUNE'S peoples believe in a variety of deities. Although [illegible] acters with a background in this topic are familiar with many of [illegible]

4112.06 Trader

Characters [illegible] trading, dealing, buying and selling eventually develop a talent at [illegible]

4112.07 Weapon Craftsperson

Characters [illegible] painted a [illegible] highly honored profession on JORUNE. Tarch create some of [illegible]

4112.08 Writer

[illegible] is not to be underrated. On hearing that a writer is present [illegible] written material is only reproduced with difficulty (the modern press is non-existent, but a basic photography has been de[illegible] dree bark). Thriddle often memorize entire volumes of written text [illegible]

4113 Trainer

Characters [illegible] Table T4113 contains a list of animal training specialties.

T4113.00 TRAINER SKILLS

ED POINTS:	SPECIALTY:	TIME NEEDED	ED POINTS:	SECIALTY:	TIME NEEDED
8	BOCHIGON	1YEAR	8	TALMARON	2YEAR
5	LIZOGOTH	6MTHS	2	TARRO	4MTHS
1	PIBBER	1MNTH	2	THOMBO	8MTHS

[illegible] Bochigon Training

[illegible] Bochigon [illegible] They [illegible] in [illegible] [illegible] [illegible]

4112.04 Bronth Language

Bronth are large, intelligent [illegible] They prefer an [illegible] Earth. [illegible] Education point easier.

4112.05 Cleesh Language

Cleesh are the [illegible] interested in [illegible] these creatures [illegible] (teachers). This is often difficult as Thriddle dislike communication in this tongue.

4112.06 Corsstin Language

Hardly an effort [illegible] intelligent creatures is more of a vacation. The sounds are crude and slow, a minimal structure is used.

4112.07 Croid Language

Croid are large hunched creatures which speak a language of grunts and [illegible] Thriddle [illegible] scale chatter.

4112.08 Cheun-Tee Language

This is the language of Crugar creatures descended from Earth colonists. [illegible] growls and an occasional hiss. This language is commonly spoken in and around the Burdoth Temauntro boarder area.

4112.09 Demoor Language

Demoor are [illegible] tribally in forested regions. Their language is slow and drawn out. It makes use of [illegible]

4112.10 Knik Language

These flying creatures speak [illegible] vowels. Other [illegible] mountainous areas.

4112.11 Pocnot Language

Pocnot are small creatures [illegible] speech [illegible] ear and [illegible] language are made up [illegible]

4112.12 Pundit Language

These creatures live in a realm to the south west of Burdoth called [illegible] tured, it is very difficult to speak offensively. Those new to the language [illegible] speech.

4112.13 Raman Language

The tall, silent Raman speaks its occasional words in a coarse [illegible]

4112.14 Salu Language

Salu are a relative of [illegible] language [illegible] "[illegible]" toward [illegible] [illegible] sounds.

4112.15 Scarmis Language

[illegible] speak a language of hard clicks and hush sounds.

4112.16 Shanthic Language

These creatures [illegible] Shanthic [illegible] [illegible]

4112.17 Thriddle Language

[illegible] complex and repetitive. After speaking this tongue for a while [illegible] style of Thriddle speech.

4112.18 Thivin Language

[illegible] talents. Their language is a soft, graceful combination of light tongue inflected sounds. The sound of the letter K is competely [illegible]

4112.19 Togar Language

[illegible] Their tongue is highly combat oriented. Their speech carries a [illegible]

4200 Trarch Language

[illegible]

4200 21 Wallusk Language

[illegible] Wallusk speak a language devoid of hard and soft sounds. Their [illegible]

4200 01 Wolfen Language

[illegible] reverse is also true. If Brontth is spoken, Wolfen is 1 Education [illegible]

4200 SPECIFIC SKILLS

[illegible] may not be chosen as characters progress in Level [illegible]

4201 **ACCOUNTING**	1
4202 **+1 ADVANTAGE ROLL**	7
4203 **+1 CRITICAL ROLL**	7
4204 **BIOLOGY**	x2
4205 **COOK**	2B
4206 **CULTURES**	x2
4207 **DANCE**	2B
4208 **+1 EFFECTIVE LEVEL**	3
4209 **ETIQUETTE**	x2
4210 **FAMILIAR WITH WEAPONS**	3B
4211 **FLY TALMARON**	5
4212 **HERBALIST**	2B
4213 **HISTORY**	x2
4214 **LANGUAGES**	x2
4215 **MUSICIAN**	2B
4216 **RIDING SKILLS**	2
4217 **SHIP SKILLS**	2
4218 **SWIMMING**	1
4219 **VOCAL MUSIC**	2B

4200 1 Accounting

[illegible] educated in this art are able to balance books [illegible]

4202 +1 Advantage Roll

[illegible] combat and are able to position themselves in more advan[illegible] Cap and Boccord is +6 to Advantage

4203 +1 Critical Roll

[illegible] bodies defenses and vulnerabilities. Over time, it is possible to [illegible] Each time this skill is taken, players add 1 point to their Critical Hit [illegible] and Boccord is +6 to Critical Hits

4204 Biology

Characters learning about creatures in their environment in a [illegible]

4205 Cook

[illegible] needed to [illegible] related by [illegible] Many [illegible] limited food [illegible] preparation [illegible] cooking

4206 Cultures

[illegible] Education [illegible] Spanish [illegible] Many [illegible] exceeded 60%.

4207 Dance

[illegible] pedal footwork [illegible] relaxation [illegible] many of the [illegible] Ballroom

4208 +1 Effective Level

[illegible] can earn levels of [illegible] Spanish [illegible] and Power [illegible] in which [illegible]

4209 Etiquette

[illegible]

4210 Familiar with Weapons

Characters with no formal combat experience often spend a bit [illegible] getting [illegible] weapons [illegible] energy weapons [illegible] and are [illegible] text energy weapons [illegible]

4211 Fly Talmaron

Without this skill, there is a 65% chance of serious injury or death [illegible]

4212 Herbalist

Herbalists are [illegible] and roots which [illegible] used for drinks [illegible]

4213 History

Characters [illegible] tion about the skill is located in 410706. No greater than a 75% knowledge is permitted.

4214 Languages

[illegible] points needed to speak the language.

4215 Musician

Characters with [illegible] these JORUNE [illegible]

4216 Riding Skills

Even the [illegible] and can be [illegible]

4217 Ship Skills

[illegible]

4218 Swimming

Without taking this skill, it is assumed that characters are unable [illegible] stay afloat a few hours.

4219 Vocal Music

[illegible] JORUNE

CHAPTER 4: AID

1000 CREATING A CAMPAIGN
2000 INDEX

1000 CAMPAIGNS

1100 PLOT & CHARACTERS
1200 MAJOR EVENTS
1300 MAPS
1400 REWARDS
1500 WEATHER & MOVEMENT
1600 ENCOUNTERS
1700 TOWNS

1200 MAJOR EVENTS

[illegible]

1300 MAPS

If maps are needed, it's a good idea to draw down the basic path [illegible] and weather [illegible]

1400 REWARDS

[illegible] **WRONG** [illegible] work for their goods, interest will be lost. Remember, it's better too [illegible]

[illegible] senseless slaughter of the pigs.

1500 WEATHER & MOVEMENT

Roll the weather (section 1100 in chapter 2) a month or so in ad[illegible] [illegible] weather [illegible] [illegible]

1600 ENCOUNTERS

Once the plot, major characters, and major [illegible] it's a down-hill ride. Fill in the sections between major events with the encounters section of chapter 2. If you try to create each en[illegible] [illegible] beyond [illegible]

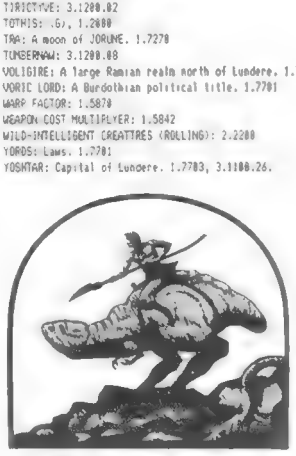
1700 TOWNS

[illegible] chapter). [illegible] [illegible] [illegible]

I LISTED IN THE GLOSSARY IN THE BEGINNING OF CHAPTER 1

ADJ: Adjusted Characteristic. 1.5700
AMBIGAMORATOR: Orator or fine speaker: 3.4108.
ARMHALM : 1.5417
ARGOTH: Capital city of the realm Burdoth. (G), 1.7701.01
ARMOR COST MULTIPLYER: 1.5840
BOCCORD: (G), 1.5130
BORD: Bouder language. 3.1100.04, 3.4112.03
BURDOTH: The realm of humans. (G), 1.7100, 1.7701
CAJI: (G), 1.5120
CHARACTERISTICS: (G), 1.5410
CHAUK-TSE: Crugar language. 3.1100.10, 3.4112.08
CHEN-ICHI: Crugar religion. 3.1100.10
CHIVEER: Violent period of a Raman's life. 3.1100.17
CLECH: Taxation. 1.7701
CLEP: An inn; a place to sleep. 1.7510
CONSTITUTION(CON): 1.5411
DESTI: A moon of JORUNE. 1.7250
DEXTERITY(DEX): 1.5414
DICE:(G)1.4000
DIE ROLLS:(G),1.4000
DIYORDA: Law breaker: 1.7701
DRAIL: A realm to the south west of Burdoth. 1.7702
DU: A moon of JORUNE. 1.7230
EARTH:(G)
EBOA: A moon of JORUNE. 1.7220
EDUCATION(EDN): 1.5415
EFFECTIVE LEVEL & ELEVEL: 1.5820
ENTREN: The most common language in Burdoth. (G), 3.4112
GAUTHI: A form of Thivin rug. 3.1100.21
GAWMEN LENK: 1.3608
GITHERIN: A thief. 3.4111
GOBEY: A moon of JORUNE. 1.7240
H-OOMANS: Shanthic pronounciation of "Humans." 1.2000
HERIS: A common punishment for diyorda (criminals). 1.7701
human: Uncapitalized, any creature descended from the humans of Earth.
HUMAN: (G), 1.5110
INCLEP: Shop or a store; often a trading post:(G)
INTELLIGENT CREATURES(ROLLING): 2.2100
INTELLIGENT CREATURES: 3.1100
ISOIM: (G), 1.2000, 3.4107
JORUNE: (G), 1.7100
KADUA RHEN JORUNE: Earth scientist credited with the planet's discovery. 1.2000
LANTRA: 1.7260
LEEI- EEEECA: Shanthic for "The Dying Time." 1.6800
LEVEL: [illegible]
[illegible] CRUGAR: G ,3.3841
[illegible] Raman. 3.1100.14
[illegible] 1.2000.05
[illegible]
[illegible] The [illegible] 20,000 person colony from Earth. [illegible] 1.2000

LUNDERE: Realm of Woffen; it is located far to the east of Burdoth. 1.7703
MEDALLION: (G), 3.3420
MOR LORD: A political rank in Burdoth. 1.7701
MUTATIONS: (G), 3.2000
NININDRUE PLAGUE SLAYINGS (15th CENTURY P.C.): 3.1100.26
NON-INTELLIGENT CREATURES(ROLLING): 2.2300
NON-INTELLIGENT CREATURES: 3.1200
NON-PLAYER CHARACTER:(G)
NPC:Non-Player Character:(G)
P.C.:Post Colony History-(G)
REALM: 1.7501
RECOVERY(STR): 1.5413
ROS CRYNDOR: 1.7705
ROUNE:(G),2.5000
SCANCHI: Togar religion. 3.1100.23
SHAL: A moon of JORUNE. 1.7210
SHANTHAS:(G), 1.2000, 1.6800, 3.1100.17
SHENTERS: 3.1100.26
SHO-CAUDAL: Shanthic name for the planet JORUNE. 1.6800
SIW-ESTON: 3.3850.03
SOCIAL STATUS(SOC): 1.5416
SPEED(SPD): 1.5418
STAMINA(STA): 1.5419
STRENGTH(STR): 1.5412
TAUCH-YIE: Crugar leader. 3.1100.10
TAUTHER: 2.2120.09 TEMAUNTRO: A large Crugar infested wilderness region located north-west of Burdoth. It undergoes no lasting rule. 1.7704
THOMBO: The most common riding creature. (G), 2.[illegible] 3.1200.22, 3.3610.03
THRIDDLE:(G), 3.1100.18
TIRICTIVE: 3.1200.02
TOTHIS: (G), 1.2000
TRA: A moon of JORUNE. 1.7270
TUNGERNAW: 3.1200.08
VOLIGIRE: A large Raman realm north of Lundere. 1.7706
VORIC LORD: A Burdothian political title. 1.7701
WARP FACTOR: 1.5870
WEAPON COST MULTIPLYER: 1.5842
WILD-INTELLIGENT CREATTRES (ROLLING): 2.2200
YORDS: Laws. 1.7701
YOSMTAR: Capital of Lundere. 1.7703, 3.1100.26.



CHARACTER	SKY REALMS OF JORUNE	SHEET

PERSONAL DATA

PLAYER'S NAME:
DAY STARTED:
RACE:
AGE:

CHARACTER'S NAME:
REFEREE:
ORIGIN:
HEIGHT/WEIGHT:

CHARACTERISTIC SECTION

CONSTITUTION : ADC:
STRENGTH : ADC:
RECOVERY : ADC:
DEXTERITY : ADC:
EDUCATION :
SOCIAL STAT : ADC:
AIM : ADC:
SPEED : ADC:
PSUD POINTS :

LEVEL:
EFFECTIVE LEVEL:
ADVANTAGE BONUS:
CRITICAL BONUS:
ARMOR/WEAP MULT:
MAXIMUM MASS:
LOAD MASS:
MOUNT:
PVC:

MATERIALS

WEAPONS:	L	Q	M	ITEMS:	L	Q	M	ITEMS:	L	Q	M

SPECIALTY | SKY REALMS OF JORUNE | SHEET

PERSONAL DATA

PLAYER'S NAME:
DAY STARTED:

CHARACTER'S NAME:
REFEREE:

ARMOR

SUIT:	HELMET:
SHIRT:	LEGS:
NECK:	CHEST:
ARM GRDS:	GNTLET:
GRIEVE:	SKIRT:
BOOT:	SHIELD:

MUTATIONS

NAME:	RSLT	V	P	L	F

TOTAL VALUE POINTS:

SKILL CLASSES

LANGUAGES

CHARACTER HISTORY

TALLY | SKY REALMS OF JORUNE | SHEET

PERSONAL DATA

PLAYER'S NAME:

CHARACTER'S NAME:

MONEY

GEMULES	GEMLOCKS	GEMLINKS	GEMS	GEM CLUSTERS	GEM STARS

HIT POINTS

EXPERIENCE POINTS

DATE:	SOURCE:	PTS:	DATE:	SOURCE:	PTS:	DATE:	SOURCE:	PTS:

JORUNE™ ERRATA

CHAPTER 2

1100 P.C.: The date should be 2155 instead of the 2140.
3600: The Aid section has been considerably shortened.
5411: Add 110 instead of 75 for the weight of a Human.
5420: All switches on characteristics are before the female modifiers are applied. Also, the last Boccord listing in the sample should list EDC and SOC for the extra DEXs. SPD and STA should be listed instead of AIM and AIM.
5510: Archer should have a cost of 6. Trades Person should cost 2.
5520: Literacy in Entren costs 1 Education point.
5740: The CHARACTER'S DEXTERITY column should be titled CHARACTER'S DEXTERITY OR AIM. For example, a character with an Aim of 25 would have an Aim ADC of -1.
5840: The Cost Multipliers are also used to multiply the weights of armor and weapons.
5890 WARP FACTOR: Should read 5880 WARP FACTOR.
5900: Replace all listings of Barbarian with Boccord.
7507: Runes should be spelled Ruins.
JORUNE MAP (PLANET): Listed as 7100. It should be 7600. Also, no special player's map is included. The last two digits of a map listing are the distance from the lower left corner of a 8x8 square. The 32 in E5-32 for Tan-Iricid means 3 from the left, 2 up.
7702.01 Bauthitt should be listed under Drail, its capital.
7701.02 Brildis is at location L6-87.
7701.06 Tan-Iricid is at location E5-32.
7702.02 Dan Driveon is at location G4-44.

CHAPTER 2

2141: The ! is missing from the Forest and Heavy Forest listings on T2141.
2223: Fonlin are not described in JORUNE.
3111: Rouges should be Rogues.
The second 3115 (after 3116): Should be 3117. Use the attitude listing (RESPONSE) rating of a city to give you an idea of the local patrols.
3200: The reference to 2000 should be to 2100.
4300: Caji gain 10 COST/VALUE, not 5, points automatically.
5130: The attacker with the higher advantage can forfeit the benefit of swinging first, and ask his opponent what he is doing. The benefit of this is that the second attacker in a melee receives a -6 to hit his opponent. This is also advantageous as the killer swings of your opponent can be anticapated and defended against.
5210 PRIMITIVE H-H WEAPONS: Subtract 3 points from all of the numbers to hit in the CLOSE range column. This entire table has been reprinted for your convenience.

T5210 PRIMITIVE H-H WEAPONS

RANGE IN METERS ==>		0-2	2-6	6-10
PREP	TYPE	WEAPON	CLOSE	SHORT	NEAR
1	E	AXE:BATL	10:3D8	7:2D6	20:D8
1	E	AXE:HAND	8:2D6	8:2D4	16:D6
1	E	AXE:THRW	5:D8	5:2D6	13:2D6
1	B	BOLA	6:D4	-:-	-:-
1	P	CLAWS	4:D6	-:-	-:-
1	B	CLUB	9:2D6	8:D6	20:D4
1	B	FIST	5:D6	-:-	-:-
1	B	FOOT	6:D8	-:-	-:-
1	B	HMMR:WAR	10:3D8	-:-	-:-
1	B	HOOVES	9:2D6	-:-	-:-
1	P	HORN	7:2D6	-:-	-:-
1	EP	KNIFE	4:D6	-:-	-:-
1	B+P	MACE	7:D8+D4	7:D4+D2	19:D3+D2
1	B+P	MSTAR	4:D6+D6	8:D4+D4	17:D2+D2
1	B	PINCHERS	6:D6	-:-	-:-
1	B	ROCK	8:D6	-:-	-:-
1	P	SPEAR	7:2D6	-:-	-:-
1	B	STAFF	5:2D4	9:D6	16:D3
1	EP	SWORD:1H	6:2D6	9:D8	16:D4
1	EP	SWORD:2H	7:3D6	11:2D6	19:D6
1	EP	SWORD:L1H	4:D8	8:D4	16:D3
1	EP	SWORD:L2H	5:2D8	9:D6	16:D4
1	P	TEETH	9:D6	-:-	-:-
1	B	WRAP	5:D6	-:-	-:-

8:D6 MEANS AN 8 OR HIGHER NEEDED TO HIT WITH A D20.
D6 POINTS OF DAMAGE ARE DONE BY THIS ATTACK.
STAMINA WILL SUFFER DOUBLE DAMAGE FROM BULK ATTACKS ON A ROLL OF 5 OR 6 ON A D6.

5210 PISTOLS & MUTATIONS: The rolls to hit are used for orb and bolt mutations as well as pistols.
THE EXAMPLE AFTER T5440: Should be listed after T5430.
5530: Shields are suggested for beginning players.
5621: A roll of 19 on critical is a double damage, not triple.
T5710: HID=HIDE, CRG=CRUDGE (SEE CROID 3.1100.09), BON=BONE, MAL=MAIL, CRP=CARAPACE, MET=METAL, GRN=GRUNDER, BED=BULK ENERGY DEFLECTOR, ERP=ENERGY REFLECTIVE PLASTIC, THL=THAILIERIAN ARMOR, SCL=SCHULTA LAYER (An organism which grows around its user over the fitting period of a week. After that it can be removed and used as normal armor. Schulta Layer armor must be periodically moistened with the "Rusper" drink. One "drink" worth of Rusper must be used per week or else the schulta will die, flake, and become useless.).

TITLE PAGE: *

1100.05 BRONTH: Education should read 2+14 (2D6+14).
1100.11 DAEGON: Should be Sub-Human instead of Semi-Intelligent. Their flight is accomplished through the help of levitation abilities, similar to those of Duradons.
1100.12 DEMOOR: Their flight is accomplished through the help of levitation abilities, also similar to those of Duradons.
1100.20 SHANTHA: Education should read 3+30 (3D6+30).

T1150 LIMILATES & POISONS

ROLL:	LIMILATES & POISONS	ROLL:	TYPE:
1-40	0	1-15	CRUMBLE
41-65	0	16-25	DALLIN
66-80	0	26-35	DAWSOO
81-90	0	36-45	DRUC
91-95	0	46-65	OUETH
96-98	1	66-75	VERTH
99-100	D3	76-100	TALNISPON
	D6		

1170: Personable is from 86 to 90, not 86 to 89.
1200.05 DAWTH: Plus to hit a dawth is +8 , not +10 or +12.
1200.08 DURADON: This creature's description is repeated at the end of the dreglamon description.
1200.09 FARG: Farg speak no languages. They are non-intelligent.
1200.13 LOSHT PODS: The heading of the Losht Pod description is missing; find it at the end of the lizogoth description, 1200.12.
1200.22 THOMBO: Should be 1200.24 THOMBO.
1200.28 WHITE MANDARE: Note that the illustration accompanying this creature is of a grey mandare.

A Tiny, itsy-bitsy star "*" means "multipy by."

2100 The 25+Recovery points to be used between cost and value are only given when Caji characters start at level 0. Section 2.4000 describes the bonuses for further levels.
2240: A listing of TC indicates that the duration is too complex for display in a table.
2271 Creatures do not learn to use physical mutations in the way they learn to use mental ones (or orb or bolt ones). Creatures must be born with physical mutations. The reason that some physical mutations are listed at levels higher than 0 is that some do not mature in the Caji's body for a few years.
T2400 ALPHA M: There is no mutation Metamorphasis. 2400.02 is Penetration Bolt Minor.
2401.01 ACID SPRAY: The level of acid spray is D6+8.
2401.10 ORB OF LIGHT: Effective radius of illumination 3 meters.
2403.02 DEFLECTOR: The line should read, "The Caji must have an Advantage within 6 of the creature attacking him."
LEVEL 5 TABLE: Life Force duration should be 5R (5 rounds).
2409.02 CONSTRICTOR: This mutation does 15 points of bulk and 15 points of edge damage total, for the 2 rounds.
2409.06 SPREAD: This mutation requires no roll to hit. Spread will always hit the nearest object in its arc.
2412.02 POWER VINE: The Caji's arms are raised upwards when this mutation is used.
2413.02 CREATE WARP: Caji have no control over the destination of the warps they create. This ability is identical to using a white crystal.
3000C ENCUMBERANCE: Multiply the weights of weapons (except Earth-Tec ones) and armor by the character's Armor Cost Multiplier.
3320 ENERGY WEAPONS: A slim possibility exists that energy weapons may be modified such that they require no fingerprint scan and no medallion to operate.
3630 SHIPS: Miles said I'd had one too many. Please forgive me. The title 3630 SHIPS should be at the top of the page. Salu Chausis is the first ship described. The tens digit for each ship should be 30, not 20.
4104: The first two choices on T4104 are taken free. Each additional choice takes the number of Education points listed. Characters may not become more than -4 to hit with weapons before they acheive level 10. After this point, -8 to hit can be achieved with a weapon.
4111 Githerin should be for city dwellers only.
4112 Cost is 2, not 10.

T4112 TRADES PERSON

EDUCATION POINTS:	TRADE:	EDUCATION POINTS:	TRADE:
5	ADMINISTRATION	6	RELIGION
6	ARMOR SMITH	8	TRADER
5	BUILDER	10	WEAPONS CRAFTS
8	GROWER	5	WRITER

4220 LITERACY: This skill takes 1 Education point. It is the ability to read and write in the creature's native tongue.

3.1200.17 UNABLE CHANGES TO ABLE.

* SYMBOLS SHOULD BE —
#1 DESCENDED FROM HUMANS.
#2 DESCENDED FROM EARTH ANIMALS.
#3 HUMAN RACES. #4 JORUNE NATIVE.

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